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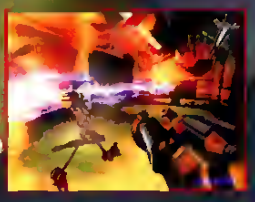
The SIMS

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90+ GAMES INSIDE!

- Resident Evil (GameCube)
- Medal of Honor Frontline (PS2)
- World Series Baseball (Xbox)
- Eternal Darkness: Sanity's Requiem (GameCube)





TimeSplitters 2 (GameCube, Xbox)

2001 GamePro Readers' Choice Awards Winners!

Zombie-Busting ProStrategy Guide!

Resident Evil Part 1

PlayStation 2 • GameCube • Xbox • PlayStation • Game Boy Advance • Dreamcast • N64 • PC • Arcade

An IDG Communications Publication

New Yankee Skipper Manager, GM

By FELIX COATES

Yanks Slow Out of the Gate

Fans question off-season moves

ASSOCIATED TIMES

Yanks staff up with veteran coaches

By Matt Johnson

TWS TODAY

THURSDAY: DECEMBER 13, 2001

SPORTS WEEKLY

Pitching woes plague struggling Yankees

NY signs Giambi to be 'cornerstone' of franchise



Money Player Jason Giambi

Posada sidelined for 2 weeks with foot injury

Associated Times

Yanks snag Big Unit in blockbuster trade

By M Yeung

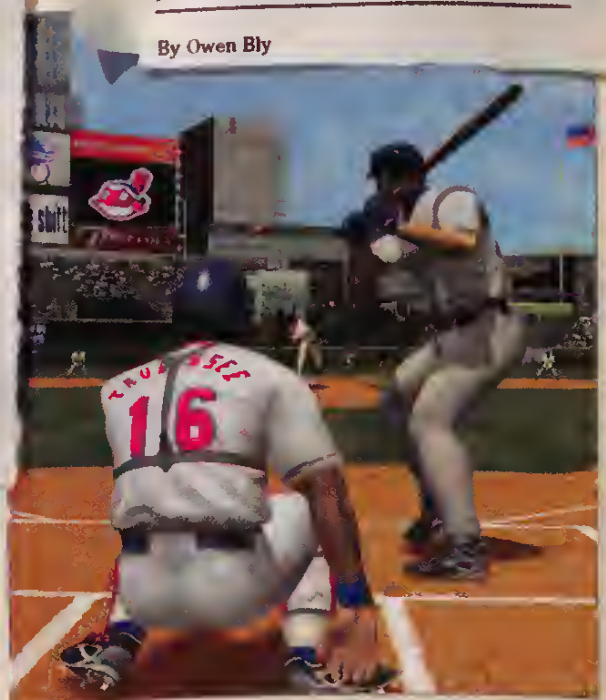
In a move geared to brace them for a second-half surge, the Yankees landed perennial All-Star Randy Johnson in a trade yesterday. The 6'10" lefty will step in as the number one starter and shore up a rotation that has been, by most accounts, New York's

Top prospects called up to fill holes

With the advice of scouts and coaches, the Yankees' GM has called up two promising prospects from the minors to help plug the holes created by recent injuries. Management hopes these youngsters will not only

Retooled lineup excites fans, management

By Owen Bly



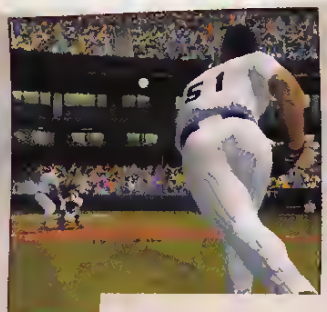
Look out world. Giambi's blast won the game and sent a signal to the rest of the league

Giambi and Co. Starting to Roll

By H. Wilioughby

Staff Writer

Johnson proved once again why he's one of the most



Have a Seat T

Big Unit fires one-hitter as Yanks' streak continues

By Marisa Ramsdell

SPORTS WEEKLY

EVERYONE E CONTENT RATED BY ESRB

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NY Sports Weekly A3

Doubles as

Giambi's 2 homers end drought

Heroics fitting tribute as Yanks honor Yogi, Whitey, and Reggie on Legends' Day

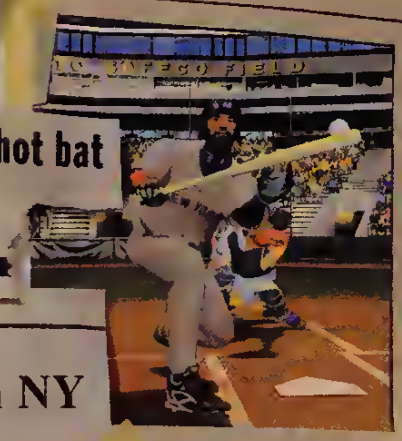
Pinstripers roll to 6th straight win

▸ BASEBALL

Clutch hitting secures Wild Card

New York rides Giambi's hot bat to World Series

▸ Game 1 Tuesday in New York



Rookie manager makes right moves, Yankees advance to ALCS

By KENNY

Cards steal first 2 in NY

▸ BASEBALL

Yanks storm back to force game 7

Pressure on shoulders of first-year Bronx boss

▸ **BASEBALL** *From Page B2*

By T. Lyons

As if there isn't enough pressure being a rookie manager in Game Seven of the World Series, this newcomer has to manage against history and expectations, not to mention a very talented Cardinal club.



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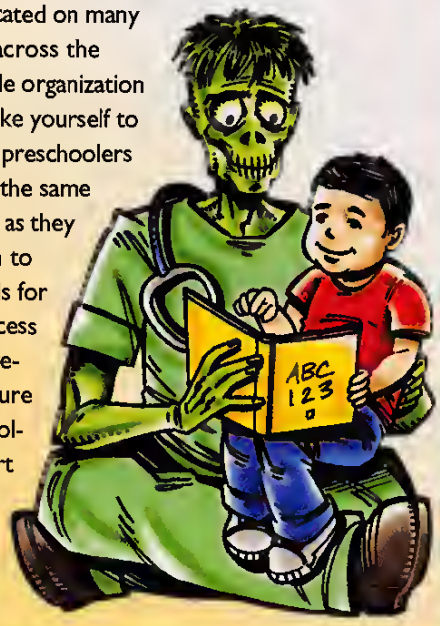
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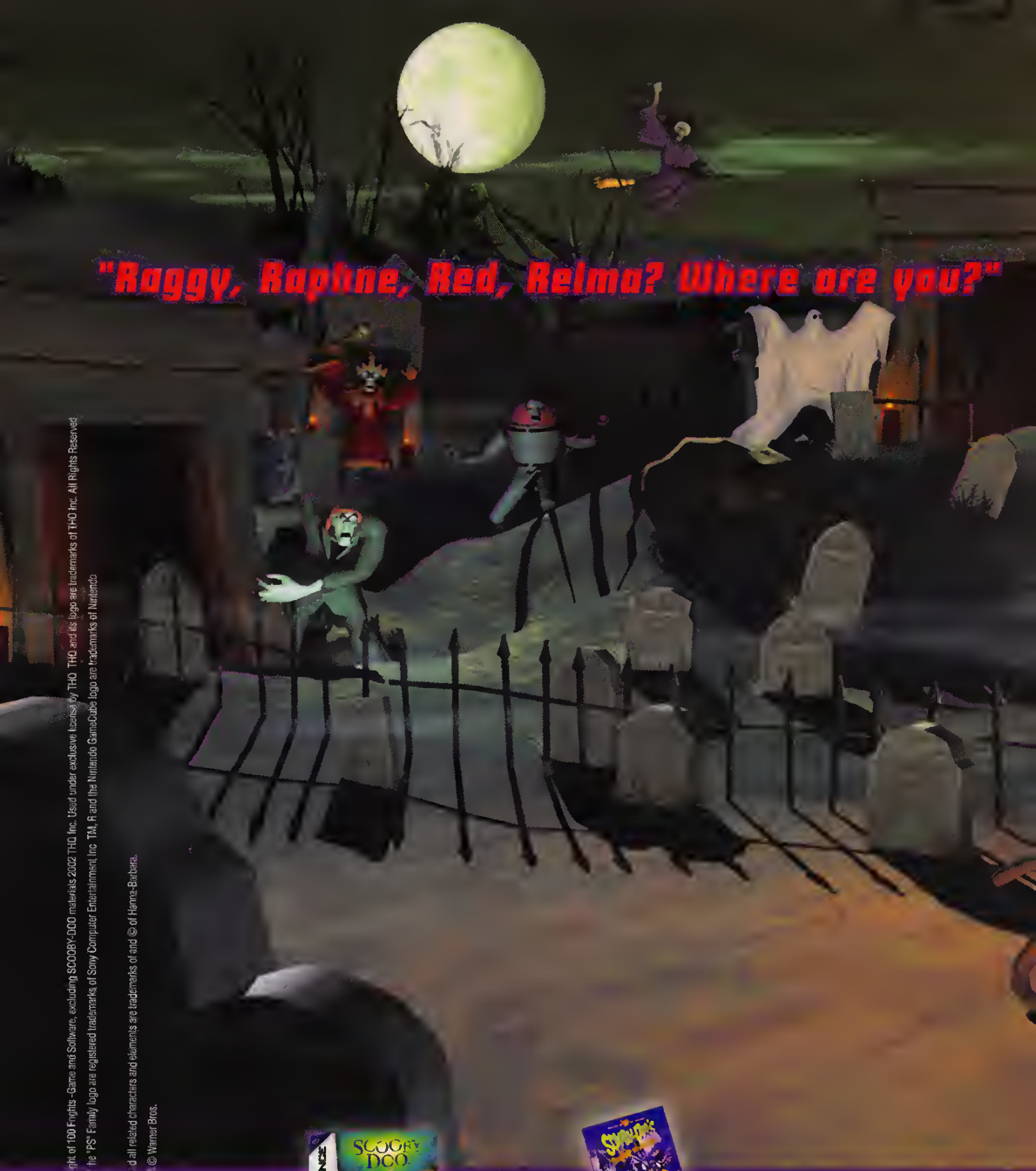
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GAME BOY ADVANCE

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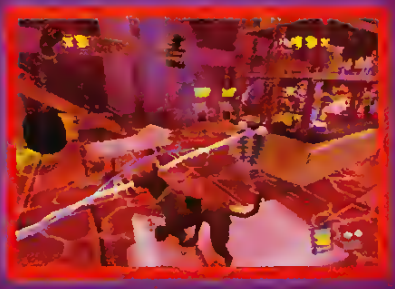
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Prepare to be as-Sim-ilated. One of the most popular games ever created for the PC is about to make its PlayStation 2 debut. Here's the world exclusive unveiling of The Sims for the PS2...just for you!



40 KAZUYA'S BIG PAYBACK!

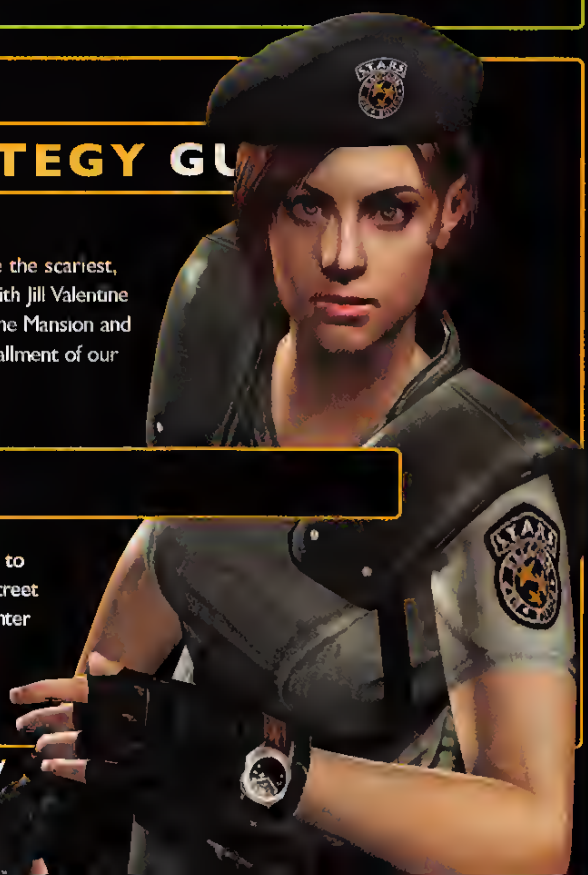
Tekken 4 is coming. One of the most popular arcade fighting game series ever is about to kick off its latest installment on the PS2. Namco reveals what's new.

Readers' Choice: Your Best of 2001

42 You made your choices, now live with 'em. Like it or not, GamePro readers everywhere have decided that the games within are the best of 2001.

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112 These codes make it almost unfair to play Smuggler's Run 2 (PS2), NBA Street (GameCube), Star Wars Jedi Starfighter (PS2), Soccer Slam (GameCube), Gauntlet: Dark Legacy (GameCube), and more!

Cover art courtesy of Maxis/Edge of Reality

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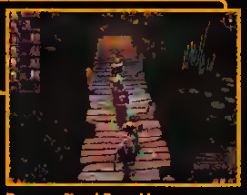
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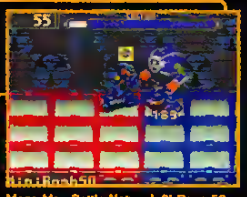
44 At last, Dungeon Siege is open for business...the hacking and slashing business, that is. Unreal Tournament is coming back, too, and it's better and badder than ever.



Dungeon Siege! Page 44.

GAME BOY ADVANCES

50 There's a horde of GBA games out there! Check out Mega Man Battle Network 2, Robopon 2, Spy Hunter, The Scorpion King, Wolfenstein 3D, Lilo & Stitch, Mega Man Zero, and much, much more!



Mega Man Battle Network 2! Page 50.

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86 It's soccer time with 2002 FIFA World Cup (PS2, GameCube, Xbox) and Virtua Striker 2002 (GameCube). But baseball is America's sport, so here's World Series Baseball (Xbox), too.



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ROLE-PLAYER'S REALM

92 Here's Arc the Lad Collection (PlayStation) for all you hardcore gamers. GameCubers will finally get an RPG with Lost Kingdoms, but will PS2 players fall in love with Romance of the Three Kingdoms 7?



Arc the Lad Collection! Page 92.

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What's On GAMEPRO

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Games

Go to GamePro.com for reviews and previews of *all* the hottest games for the PlayStation 2, GameCube, Xbox, PC, and more. Enter contests to win awesome prizes, find the latest cheats, print out strategies, and chat with a different GamePro everyday.

This Month

- Medal of Honor Frontline (PS2)
- Buffy the Vampire Slayer (Xbox)
- Lost Kingdoms (GameCube)
- Street Fighter Alpha 3 (GBA)

Entertainment

Check out the entertainment channel for reviews of newly released movies, comics, anime, toys, and all the latest DVDs. Be sure to check out New Comics Day every Friday.

This Month

- Movies—*Minority Report*
- Movies—*Scooby-Doo*
- Anime—*Armitage III: Dual Matrix (Special Edition)*
- Movies—*Lilo & Stitch*

Wild fruit, tamed.
Story at 11.



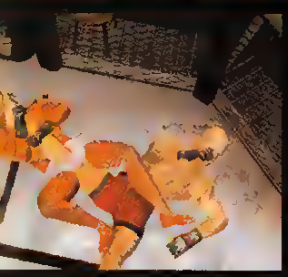
Holdings.

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Editor's Letter

It's All About The Franchise

The 2002 Electronic Entertainment Expo is officially history, and if there's one thing that E³ made abundantly clear it's that there's a tidal wave of video games preparing to cascade into your world this fall! So what's a decent game got to do to stand out from the crowd this year? Being a time-tested game franchise is definitely an advantage, and this issue of *GamePro* has a few to share.

The Sims is one of the most popular PC games ever, but will it have the juice to turn console gamers into Sim-citizens? Check out *GamePro*'s world exclusive debut of The Sims for the PS2, and hear what creator, Will Wright, has to say about Sim-'Station.

Of course, if you're talking about time-tested gaming, the Tekken franchise always draws a crowd. Take a look at Tekken 4 for the PS2, on its way with fired-up fisticuffs.

Okay, okay…everybody wants Resident Evil! So now you have it… if you also have a GameCube, that is. Check out the ProReview, which must be good because you also get a Pro-Strategy Guide this issue, too!

Almost everyone agrees that these franchises are winners, but what do *you* really think? The results of *GamePro*'s Annual Readers' Choice Awards are in! You guys made some controversial calls this year, and a few even made some GamePros rise to defend their favorite games

So now the fun begins as you all start playing your way to next year's Readers' Choice selections. Put those popular games to the test and be on the lookout for future franchises.

The GamePros
Oakland, CA
letters@gamepro.com



HEAD2HEAD

PS (G)one?

I've noticed that the last high-profile game for the PlayStation was Syphon Filter 3. With the release of all the new systems, are game developers going to stop making games for the original PlayStation altogether? I need to know because I'm too cheap to buy a new system.

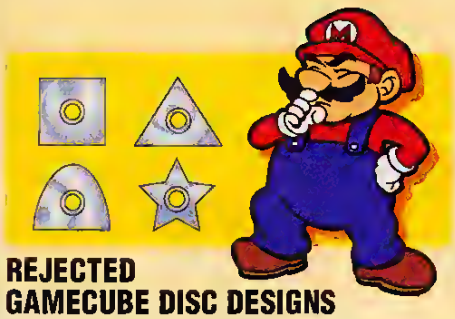
▶ **The Cheap Kid–Charlotte, N.C.**

You could refer to yourself as merely "frugal," but hey, it's your letter. Yes, the future looks dim for the PlayStation. Dance Dance Revolution Konamix was the most recent high-profile release, and Sony's focus at E³ was firmly on the PlayStation 2. How much longer will the system last? Well, that depends on Sony. *GamePro* will obviously make you aware of any good games that show up.

Little Disc, Big Strategy

Why did Nintendo decide to make the GameCube disc such an unusual size?

▶ **Michael Ross–Address Unknown**

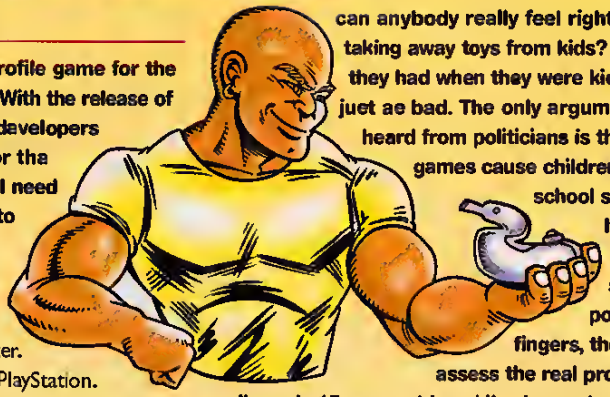


REJECTED GAMECUBE DISC DESIGNS

Good question, and one that a lot of gamers have been asking. Nintendo went with a smaller disc format for two reasons: money and piracy (and together that spells "control"). The main reason Nintendo didn't do CDs during the N64 era is that the compact disc was not a secure format—people were copying Sony's CD-based games left and right. It's easier to copy a CD than a cartridge, so Nintendo figured carts would be less of a target. Also, companies that made N64 games had to buy those blank cartridges up front in bulk, and Nintendo was the sole source. With the GameCube, the situation's similar. By supporting a unique disc format that's smaller than the others and incompatible with traditional CD readers (you can't play 3" audio CD singles in a GameCube), Nintendo is thwarting pirates and making money by selling those custom blank discs.

Mr. Clean and The Toilet Duck

A while ago, I read a headline on GamePro.com that said politicians were trying to make it a felony to sell violent games to kids under 18. They're trying to take everything fun away from us teenagers! Video games are the toys of our generation. How can anybody really feel right about taking away toys from kids? The toys they had when they were kids were juet ae bad. The only argumant I've heard from politicians is that video games cause children to start school shootings. If they weren't so busy pointing fingers, they might assess the real problem.



I'm only 15-years-old, and I've been playing violent games ever since I was seven, when my dad bought a shareware package that contained Doom. Now, by the logic of politicians, parents, and complete idiots I should be the next Hitler! The only reason I can think of as to why I'm not the next Hitler is that I, along with almost every other gamer, can tell the difference between fantasy and reality. If I see Ryu and Akuma fighting the battle of the century, that doesn't mean I'm Akuma, my teacher is Ryu, and I'm going to fight him to the death. The way a person thinks and acts is determined by the experiences they go through and the people who surround them. In my opinion, you learn how to tell fantasy from reality from your parents. Parking your kids in front of the TV isn't raising them. It's tossing them aside and letting Mr. Clean and the toilet duck show them how to live.

▶ **Tarek Chellouf–Vancouver, Canada**

Strong words, but be careful about making the "games are toys" analogy. Games will never get the respect they deserve if people continue to see them as disposable, juvenile entertainment. Yes, you buy them in Toys 'R' Us, but more and more games not only look hyper-realistic, but also stir emotions and approach legitimate art. If games had never progressed past the blocky pixels of the Atari 2600, maybe nobody would seek them as a scapegoat—but to dismiss games as toys insults the creative people who strive to make them compelling and deep. As for telling the difference between fantasy and reality…no argument here.

Ask a Silly Question

I noticed in your December 2001 issue that you had screens for Final Fantasy XI. It's 2002, and you said the game comes out in Japan late this year. Then you say it's coming out in the U.S. in 2003. How in the world did you get those screens so early?

▶ **Derrick Vahlsing–Lawrenceville, N.J.**

Um…Square EA gave them to us? FFXI has been in development for years already, so while the team is still working out the online play, several visual elements are nearly complete. All our early screen shots come straight from the companies that make the games, and FFXI is no exception.



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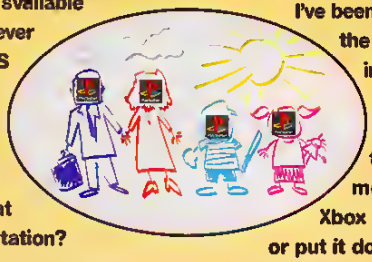
PlayStation 2

NINTENDO GAMECUBE

XBOX

All in the Sony Family

On a lot of game advertisements, like the ones for Jak & Daxter, the PlayStation logo appears next to the PS2 logo. Is this just to show the regular PS trademark, or is the game available for both systems? Could I ever find Jak & Daxter for the PS one? And besides, why did they come out with the PS one anyway—besides the shape and size, what's the difference between that and the regular gray PlayStation?



▶ Matt Adams—Ashford, AL

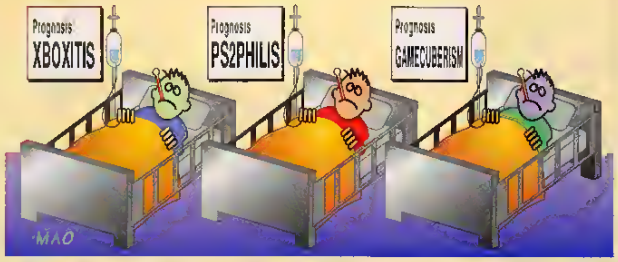
Your first guess was correct—the little rainbow PS symbol is the trademark for all things PlayStation, whether it refers to the original machine or the PS2. It's just a brand thing—like a Levi's label on jeans and shirts. Anyway, Jak & Daxter never came out for the PS one, and (at least right now) Sony has no plans to release it there. And the gray PlayStation was redesigned into the PS one because the components went down in price and the engineers realized they could make the same machine for less money and with smaller parts. With the PlayStation 2 grabbing all the attention around the same time, it was also a good way to keep the original system fresh in people's minds. And hey, it's cute.

Open Your Mind and Cough

I am very ill. The reason for my illness is that there is this really bad disease going around that everyone seems to be catching. It is the "I like no systems/games except for my own" disease. Yes, it really does seem to be spreading fast. It just seems to me that everywhere I go, people trash every system except for the one they own. Now, personally, I'm no millionaire. As a matter of fact, while I'm not poverty-stricken, I'm constantly working to pay bills, car payments, insurance, speeding tickets, doctor bills (to pay for the treatment of this disease), and more. While I am not a cheapskate, I've been finding myself "squeezing a nickel until the buffalo toots" to get some extra spending money. $299 for a PS2, $299 for an Xbox, and $199 for a GameCube really adds up. Even with my financial situation, though, I still manage to swing the money for each. I wasn't able to get an Xbox at launch, but I didn't trash its games or put it down just because I didn't have it—I just looked forward to getting one and continued to enjoy all my other systems in the meantime. The only way to treat this disease is to treat games the way a humanitarian treats people. I don't know how else to explain it to these hardcore wannabes. Thanks for your time, and stay away from these people—this disease is still spreading rapidly.

▶ Rich Pacella—Blackwood, N.J.

Maybe we need a name for this disease. Uniconsolitis? Fanbotulism? Oh wait, let's go with the standard medical term: Jealousy. Anyway, nobody denies that multiplatform gaming is an expensive hobby, but at the same time, nobody has to own every system under the sun to enjoy it. You may be ill, but at least you're still thinking clearly. Hope you feel better. And please, stop squeezing buffaloes.



Got a strange urge to communicate with the *GamePro* editors? E-mail them at "editor's name"@gamepro.com!

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dpod_destroyer
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iron_monkey
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Illustrations: Francis Mao

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Oakland, CA 94623-2210

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Art Attack!

Pick of the Month!



Rudy Gonzales—San Antonio, TX



Kristen Wong—Chino Hills, CA



Claire Corbett—Brentwood, TN



Jeffrey Cohn—San Jose, CA

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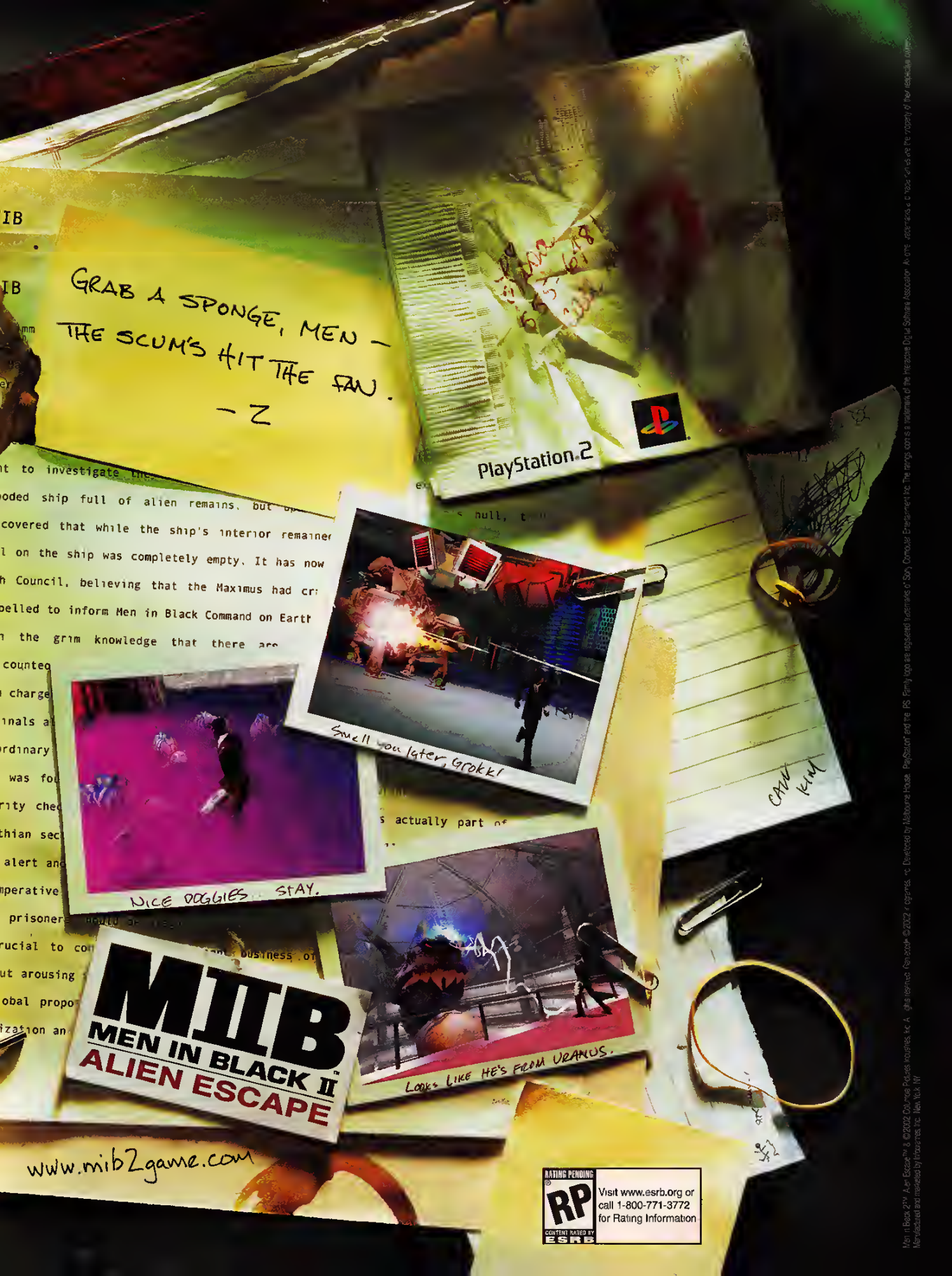
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CORN FACE
Zone Restriction: Restricted
Home Planet: Kernal
Species: Brints
Eyes: Yellow and bloodshot
Hair: Only in his dreams
Sex: Just once, back in the '80s
Complexion: In need of serious exfoliation
Special Abilities: Twice the strength of average human
Weaknesses: Melted butter, salt
ALIASES: Corn Hole, Big Mean Alien Guy, Mr. Nasty, Max
GENERAL BACKGROUND: Like a side dish gone bad, Corn Face is an angry, violent offender who will repeat on you without warning. With his vicious temper and a grudge against all MIB agents, NEVER attempt to detain Corn Face without backup. Unless you want to get creamed.
WARNING: THIS FUGITIVE IS CONSIDERED ARMED AND EXTREMELY UGLY.
TO REPORT AN ALIEN SCUM SIGHTING, GO TO: www.mib2game.com
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WANTED FUGITIVES
MIB: 26865488
MIB: 26865489
SHARK MOUTH
Zone Restriction: Restricted
Species: Charcarodonii
Eyes: Watery
Hair: Nope
Sex: At your own risk
Complexion: Scaly
Special Abilities: Razor-sharp teeth have been known to transform slow swimmers into lunch meat
Weaknesses: chubby human legs splashing in the ocean
ALIASES: Chum Breath, Buzz-Kill, Flipper, Finnigan
BACKGROUND: With an insatiable appetite for killing, Shark Mouth is the most notorious of one of the most savage and unpleasant races in the universe. Ironically, his species also themselves culturally superior, largely based upon their curious enthusiasm for big-budget . Their biggest local success, "Sharks," is notable, if only for its high body count.
THIS FUGITIVE HAS AN EXTREMELY BAD TEMPER AND WILL BITE YOUR HEAD OFF AT SLIGHTEST PROVOCATION TO REPORT AN ALIEN SCUM SIGHTING, GO TO: www.mib2game
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Buyers Beware

By The Watch Dog



InterAct's 16 MB Mega Memory Card giving you grief? The Watch Dog is on the case and has some answers. Plus—because you demanded it—The Watch Dog takes another chomp at those oh-so-temperamental PlayStation 2 units and the games they won't play.

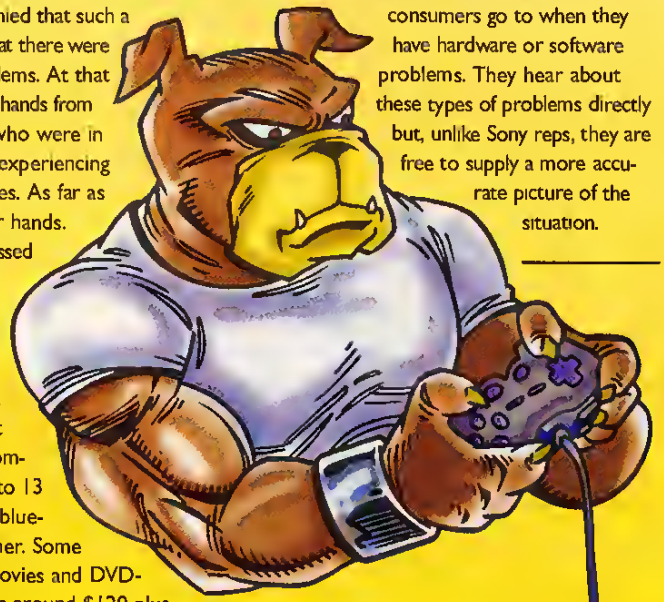
Q We received an avalanche of letters in response to our update about blue-bottom CD-ROM games suffering from playback problems on PlayStation 2 units (see page 32, April). Almost all of them were from consumers who have experienced these problems—and who received no help from Sony's customer service. Here's one from an entirely different perspective:

"I work for a major video game retailer, and I have some interesting facts about the PS2 for you. In your April 2002 issue, you talked about the blue-bottom disc problem with PS2s. Not only does this problem exist, but it is rampant. Back in the fall when Madden and NCAA Football 2002 came out, we were defecting out copies left and right all due to the lasers scratching the bottoms of the discs. At our annual manager conference, we were in a training class with some Sony reps, and I raised my hand to inquire about this problem. The main guy denied that such a problem existed and said that there were no known defects or problems. At that point, I asked for a show of hands from the 100 or so managers who were in the room and who were experiencing this problem in their stores. As far as I could tell, all raised their hands. The Sony guy quickly dismissed our concerns and changed the subject.

"Sony will accept a rate of 2 percent of defective systems from retailers. I can tell you for a fact that the actual figure for our company is around 11 percent to 13 percent. It is not just the blue-bottom disc problem, either. Some units stop playing DVD movies and DVD-format PS2 games. It costs around $120 plus shipping to get them fixed, and Sony is very strict about the enforcement of its 90-day warranty. So I recommend that customers buy an extended warranty when they get their systems. It is just too costly to fix the problems with the PS2, so it's cheaper to wait and make the next model down the line work better. And most consumers who buy their systems and games at the local Wal-Mart or wherever are more than content to just shell out another $300 or have Sony fix it."

The Watch Dog responds: Many of the Buyers Beware letters we currently get are from angry PS2 owners whose systems have crapped out on them in one way or another, whether it's a matter of the lenses scratching blue-bottom discs or DVD movies and DVD games not playing. In fact, my own PS2 has not been reading DVD movies correctly (and yes, Sony, the lens has been cleaned). Sony will undoubtedly rectify some these problems for the PS3, but that leaves anywhere from 5 percent to 15 percent of PS2 owners out of luck and stuck with a system that does not perform like it should. And $300 plus tax is not chump change—for that kind of money, the system should perform as advertised, meaning that CD games, DVD games, and DVD movies should play consistently.

This letter in particular was interesting since it reveals insight from a retailer's point of view—a unique perspective because retailers are who consumers go to when they have hardware or software problems. They hear about these types of problems directly but, unlike Sony reps, they are free to supply a more accurate picture of the situation.



Q I have a question about the 16 MB Mega Memory Card that comes with a Memory Manager Plus: Memory Expansion Software CD. It works fine with my PS2, but when I try to load the Memory Manager CD in my friend's PS2, a screen comes up saying, "Please insert a PlayStation or PlayStation 2 format disc." What could be wrong with the memory card or software CD?

Huzaefa Hussain—via Internet

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 22210, Oakland, CA 94623-2210

Or e-mail us at:
buyers_beware.gamepro@gamepro.com

A Sony recently released a new version of the PS2 in September that is not compatible with early versions of the 16 MB Mega Memory Card, and most likely your friend owns this new version of the PS2. According to InterAct's Web site: "We have a new version of the memory card available that will work on this new model of the PS2. To receive the new version, please send your memory card to us with a letter explaining the problem and your return address. We will promptly ship you the revised version of the Mega Memory 16 MB."

It's also possible that the games you're trying to load at your friend's house are incompatible with the Mega Memory Card. According to a rep from InterAct: "Sony changed the way that some newer games are saving, and it locks out the memory card."

The following games are known to have compatibility issues with the Mega Memory Card:

- Crash Bandicoot: The Wrath of Cortex
- Grand Theft Auto III
- Shaun Palmer's Pro Snowboarder
- Silent Scope
- Silent Scope 2: Dark Silhouette
- Triple Play 2001

The rep at InterAct assured us that the newest revision of the Mega Memory Card will work with these games. To receive the newest version of the 16 MB Mega Memory Card and the Memory Manager software, send your memory card, letter, and return address to:

InterAct Accessories
ATTN: Consumer Service
335 Clubhouse Lane
Hunt Valley, MD 21031

If you do send in your memory card for a replacement, be sure to back up all of your saved-game files onto another card since the replacement card will not have your saved-game data.

You Make the Call

Having problems with hardware or software from Sony, Nintendo, Microsoft, or Sega? Here are the customer service numbers to call:



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IS THE XBOX IN TROUBLE?

Slow sales overseas alarm industry analysts; Seamus Blackley leaves

Gamers may still be weighing in on the console war with their thoughts, feelings, and wallets, but to several investment and industry analysts, the third-place runner-up has already been crowned: Microsoft's Xbox. The console's slow sales in Europe and its problematic launch in Japan have caused analysts to doubt whether the machine can compete against the PlayStation 2 and GameCube—and some have bluntly slammed its chances for survival.

Microsoft announced its intention to sell between 4.5 and 6 million Xboxes worldwide by the end of June. The American launch went well and sales were strong for the holiday season, landing the machine firmly in second place behind Sony's PlayStation 2. But the initial 250,000 machines sent to Japan had not yet sold after the first full month, and in Europe, the price had already been slashed to 299 euros (£199 in Great Britain) by mid-April—which knocks roughly a third off the original price just six weeks after its launch. "We're very pleased with the launches in all three regions of the world," said Microsoft in a statement, shortly before reducing its sales goals to 3.5 to 4 million. A few days later, Seamus Blackley, "the father of the Xbox," resigned from Microsoft after a three-year tenure; a spokesman said only that he left "to pursue other opportunities" Many credit Blackley's renegade spirit and enthusiasm for gaming as the reasons Microsoft entered the console gaming business in the first place.

As an American company entering the home turf of gaming giants like Nintendo and Sony, the Xbox's Japanese launch was always expected to be a challenge, especially since there was not a lot of launch software specific to the Japanese market's tastes "Japan is...probably a little behind where we want to be on the hardware side," said Robbie Bach, Microsoft's chief Xbox officer, to *Reuters*. "But we always expected things would be tough. Microsoft has demonstrated patience and persistence there before, and I think we will do very well"

Japanese analysts were decidedly less optimistic. "It's a certainty that the Xbox isn't a threat anymore to Sony's PlayStation 2," said Toshiyuki Fukushima, a manager at Sumisei Global Investment Trust Management Company, in an interview with *Bloomberg*. Makoto Suzuki, a manager with Chuo Mitsui Asset Management Company, told *Bloomberg* much the same thing: "Investors already think the Xbox is irrelevant in the Japanese market. Sony is now the maker of choice among owners of home-use game consoles."

American analysts, however, had a much sunnier outlook, citing Microsoft's deep pockets and pointing toward this year's holiday season as a more crucial window. "Frankly, I don't think investors are that concerned," said Prudential's John McPeake to *Reuters*. "Most of the concern is around the Japanese market, and that was always going to be the toughest market. As the games come out, it will get more traction." Matt Rosoff, an analyst with Directions on Microsoft, agreed in his comments to *Reuters*. "Even if sales don't meet expectations, I think as long as they are close and as long as they have a reasonable installed base one year after the Xbox has launched, it has a chance of being a successful product. [Microsoft is] not going to abandon the Xbox after one year or two years, or maybe even five years."

NEWS BITS

GameCube Price Cut

Nintendo Vice President of Marketing Gregory Harrison said that a GameCube price cut could be on the horizon for U.S. gamers. "Sony's expected to make the first move, and then we'll see where we stand," Harrison said to *Reuters*. But it was Microsoft that actually struck first, albeit in Europe. The lower Xbox price overseas spurred Nintendo to take GameCube from £199 to £129 in Great Britain—two weeks before Nintendo's box had even gone on sale there. Stick around—when this hits America, things are going to get interesting.

PS3 Chip Revealed?

In April, IBM, Toshiba, and Sony announced an agreement to develop a new chip, codenamed "Cell," that is expected to be the core of the PlayStation 3. IBM will take the design lead on the high-performance, low-heat, low-power chip, but will conduct research with the help of 50 to 100 employees from Sony and Toshiba It's an unusual arrangement (usually IBM would do all the work itself), but it's one that would give Sony direct input on creating a chip with the PS3's needs and goals in mind

Eternal Darkness: The Movie(s)

Last fall, Nintendo challenged budding filmmakers to create a short film based on the creepy themes found in the upcoming GameCube title, Eternal Darkness: Sanity's Requiem. Now, 500 entries later, the 10 finalists have been chosen, and they're batding it out at www.eternaldarknessfilms.com. The winner will get $20,000 and have their film screened at a festival, but you can see them all for yourself on the Web site starting in late May.

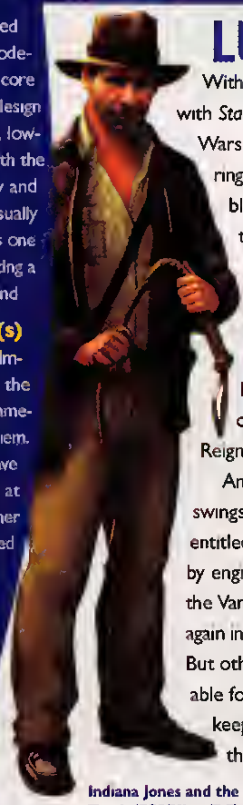


LUCASARTS REVEALS 2002 GAMES

With *Episode II. Attack of the Clones* in theaters now, the LucasArts release slate is understandably packed with *Star Wars* titles, including the previously announced Star Wars: Knights of the Old Republic and Star Wars Galaxies RPGs. Newer to the fray is Star Wars Bounty Hunter, a third-person action game starring Jango Fett that fills in the character's story gaps between *Episodes I* and *II*. Players control Jango, blasting through 18 levels with missiles, a flamethrower, and, of course, those cool dual pistols and the signature jetpack. Star Wars Bounty Hunter hits the PS2 and GameCube this fall.

Star Wars: The Clone Wars for the same systems picks up where the second movie leaves off, offering an action/combat hybrid spanning six worlds, 17 missions, and over 40 combat units It's being developed by Pandemic Studios (creators of the PC strategy hits Battlezone II and Dark Reign 2) and is due for release this fall

And then there's the man in the hat. Indiana Jones swings back into action this fall with an action/adventure entitled Indiana Jones and the Emperor's Tomb. Powered by engine technology developed by The Collective (Buffy the Vampire Slayer), Indy will face off against Nazis once again in search of a relic known as the Heart of the Dragon. But other than the fact that Emperor's Tomb will be available for the Xbox, PlayStation 2, and PC, LucasArts is keeping details quiet for now. Watch for updates on these and other LucasArts releases in future issues



Indiana Jones and the Emperor's Tomb (PS2/Xbox/PC)



Star Wars Bounty Hunter (PS2/GameCube)



Star Wars: The Clone Wars (PS2/GameCube)

HE WAS UNDEFEATED.

HOW WILL YOU CARRY ON HIS LEGACY?

BRUCE LEE
QUEST OF THE DRAGON



For the first time ever, you can fight as the one and only Bruce Lee. In Quest of the Dragon, motion capture technology authentically recreates more than one hundred of Bruce's Jeet Kune Do moves. Designed exclusively for Xbox, it's an action-packed fighting game where you'll battle hordes of thugs in an epic struggle for survival. Get ready for a fight of legendary proportion.

TEEN T CONTENT RATED BY ESRB

Suggestive Themes
Violence

XBOX

UNIVERSAL INTERACTIVE

RONIN

WWW.BRUCELEEGAMES.COM

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GAMEPRO LABS

InterAct Mobile Monitor 5.4

Rating: 4.0

The GameCube's got a handle, but why take it anywhere if you still need a TV? Problem solved—kinda—with the Mobile Monitor. The 5.4-inch color LCD screen slides over the top of your 'Cube and flips down for easy storage. The small speakers are surprisingly loud and the screen features a brightness control, but as with most LCD screens, fast onscreen motion tends to blur, and dark games like Rogue Leader lose clarity ("Where'd that TIE go?"). Also, unless you spring for InterAct's $60 Mobile Power battery pack, you and your console are still tied to an AC outlet. However, you can plug anything into this screen, including other game boxes or a DVD player. It's a steep price and the clarity could be better, but overall, it's nice.—*Dan Elektro*



Price: $149.99
Contact: InterAct, 410/785-4064, www.interact-acc.com

Best-Selling Video Game Titles: February 2002

1	Grand Theft Auto III	PlayStation 2	Rockstar
2	State of Emergency	PlayStation 2	Rockstar
3	Super Mario Advance 2	GBA	Nintendo
4	Sonic Advance	GBA	Sega
5	Sonic Adventure 2 Battle	GameCube	Sega
6	WWF Raw	Xbox	THQ
7	Wreckless: The Yakuza Missions	Xbox	Activision
8	Final Fantasy X	PlayStation 2	Square EA
9	Max Payne	PlayStation 2	Rockstar
10	NBA 2K2	PlayStation 2	Sega

Source: NPD Funworld TRSTS Video Games Tracking Service

STATIC

Modellista...Auto Modellista...Auto Modellista... Auto Modellista...Auto Modellista...We learned an awful lot when counting this year's crop of Readers' Choice ballots. For instance, some folks need a new calendar—Game of the Year should be a game that, you know, came out that year. Still, some folks voted for Twisted Metal III, Final Fantasy VIII, and (for reasons unknown) Pole Position anyway. In the other direction, we got a vote for Metroid Prime, which isn't even out yet. At least that's better than voting for a console for Game of the Year, which some people still did even though there was a category called (wait for it) Console of the Year. Also, we were amused but not surprised when we got an entry from a Wisconsin prison. That reader's choice for Game of the Year? You guessed it—Grand Theft Auto III. • Okay, so last month's "Straight Innta Compton" joke didn't work. It's in Los Angeles, and we moved to Oakland. It was just a reference to "the hood" in general. Since when did you people start paying attention? • Speaking of which, scooters have become the transport of choice in our new digs (though they may soon be challenged by Heelys), and we have a nice view of the giant, skeletal cargo loaders that George Lucas used as a basis for the AT-AT walkers. And since they're facing the other way, it looks like they're marching off to do our bidding. *Bwaa haa haa...* • Crimson Skies Xbox...Crimson Skies Xbox Crimson Skies Xbox... Crimson Skies Xbox Crimson Skies Xbox

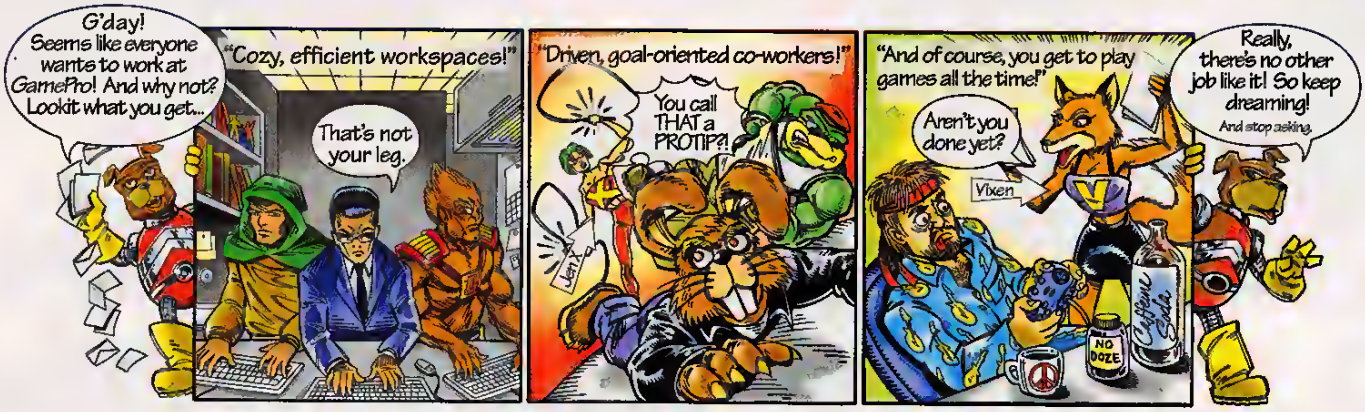
SEGA, NINTENDO TO CREATE NEW F-ZERO

In another progressive move, Sega has announced a joint venture with Nintendo that banks on a classic franchise, exploits a new technology, and may help revitalize a dying breed of games. The two gaming heavyweights will work together to create two F-Zero games, one for the GameCube (tentatively titled F-Zero GC) and one for the arcade (tentatively titled F-Zero AC). Amusement Vision, creator of Super Monkey Ball, will develop the games using the Triforce arcade board, which is based on GameCube technology (see "ProNews," May). The two games will share data in an as-yet-unspecified way, utilizing the GameCube memory card.



F-Zero will hit the GameCube and arcades as a unique crossover, courtesy of both Sega and Nintendo.

HIDDEN CHARACTERS "The Truth"



Babble: Auch 'n Amrich Doodles: Mao

The Bandicoot's running with a whole new crowd.

XBOX

UNIVERSAL INTERACTIVE

EVERYONE

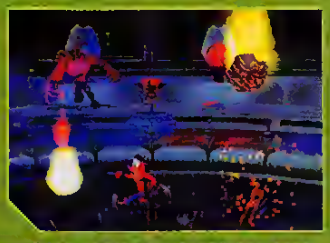
E

CONTENT RATED BY ESRB

Mild Violence







CRASH BANDICOOT THE WRATH OF CORTEX

Crash. Maxed.

crashbandicoot.com

Here comes Crash, in the biggest character-based game to hit Xbox. The Wrath of Cortex. Lightning-fast load times. Super-enhanced graphics. Fully detailed environments. He's really going all out for this one.

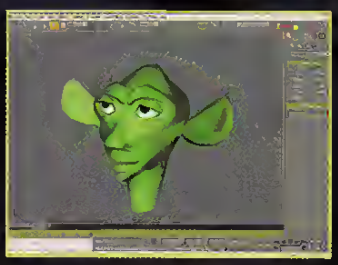
Crash Bandicoot The Wrath of Cortex interactive game © 2002 Universal Interactive, Inc. Crash Bandicoot and related characters © 2002 Universal Interactive, Inc. All rights reserved. Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Micro

TAKE IT TO THE GMAX!

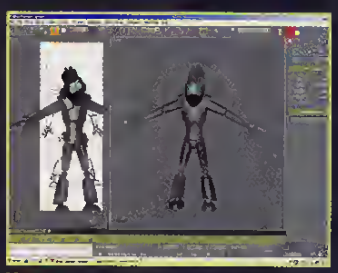
MAKE YOUR OWN MODELS AND SKINS FOR ONLINE GAMING—WITHOUT PAYING A PENNY.

By Dunjin Master

YOU'VE SEEN THEM everywhere: Web sites with lists of skins and character models for games like Quake III, Unreal Tournament, The Sims, and Freedom Force. Like many other gamers, you may have imagined how cool it would be if you could make your own characters for these games. The problem is, good 3D modeling software is expensive, typically costing in the hundreds or thousands of dollars, and learning to create your own work can be a daunting task. Or at least, that's how it used to be.



gmax comes with detailed tutorials, so you won't be overwhelmed when you start out. (That part comes later.)

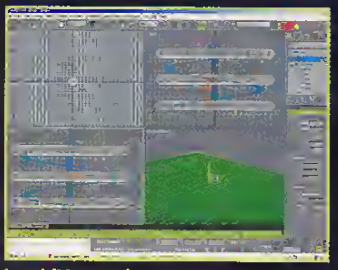


Your gmax creations can be as simple or as complex as you want—it all depends on how much time you're willing to put into them.

IT'S YOUR TURN

Originally announced at Quakecon 2001, gmax was created as an easy, economical way for gamers and developers alike to create content for games. It has mostly been used to create meshes (jargon for character models) and skins (or the textures that give the mesh its looks—much like paint on a sculpture) for multiplayer games like Quake III and Freedom Force. While the program is free (with a simple registration on Discreet's Web site), it is by no means dumbed-down from its professional cousin, 3D Studio Max. In fact, gmax is so fully functional that, as of this writing, Microsoft plans to release a special gmax update pack containing everything you'll need to create your own Dungeon Siege levels and characters.

But how does it work? 3D modeling is a bit too complex to discuss here, but in many ways it's like modeling with clay, drawing with a pen, and doing math homework all in one. It can be as complex or as simple as you let it; gmax lets you do anything from creating a model from scratch to modifying existing meshes to make tiny changes. Load in your favorite Unreal Tournament model and add a Santa Claus hat for Christmas. Create a giant robot for use as an NPC in Dungeon Siege. You're making the models, so you have complete control over how they look. The program comes with a set of highly detailed tutorials to walk you through the process of creating 3D game characters and levels.

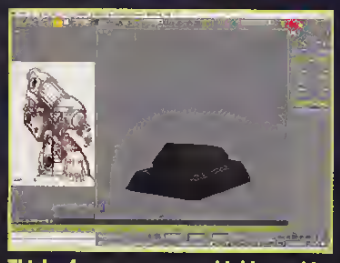


In addition to characters, you can create entire levels with gmax.

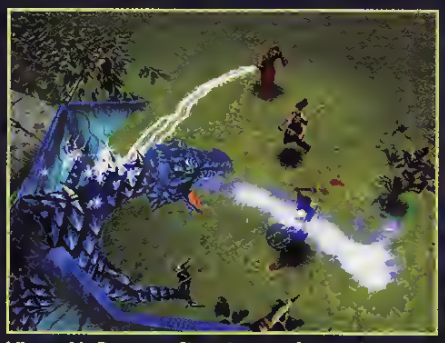
TOUGH LOVE

Casual users beware: gmax, while simpler than its professional counterparts, isn't something you'll download and master in one day—or even a week. If you're not fairly serious about learning how to do 3D modeling and animation, you'll likely get bored of the numbers and precision required to really do good gmax work. If you're really into creating your own game content, though, check out www.discreet.com/products/gmax to begin your training.

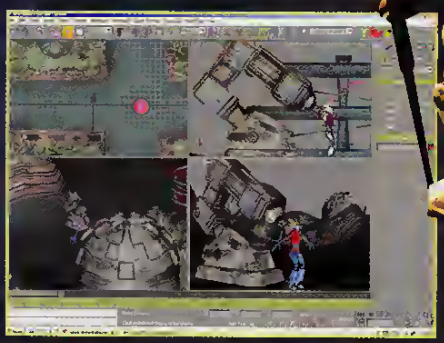




Think of gmax as a very highly sophisticated digital box of building blocks. The program comes with pre-built "standard primitive" shapes like cones and spheres.

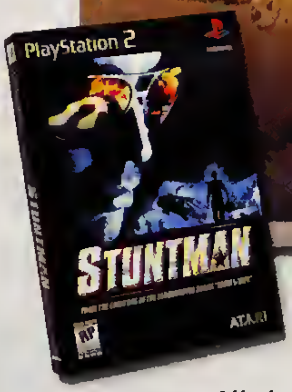


Microsoft's Dungeon Siege is one of several games that supports and encourages fan-created elements made with gmax.



Discreet's gmax shares a similar interface with its big brother, 3D Studio Max.





Stuntman. Available at Best Buy on June 27.

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Voice Recognition: Now We're Talking

Loosen up those vocal cords—voice recognition technology is about to change the way you play games. By The Whizz

IF YOUR FURIOUS stick-and-button action is causing you serious thumb spasms, relief is in sight...or rather, in voice. Both Microsoft and Sony are preparing to support speech recognition technology to enable Xbox and PlayStation 2 games to respond to your voice commands.

The gameplay possibilities are tantalizing. You might, for example, use a headset to command an RPG party to execute team tactics or simply ask your caddy to hand you a nine iron.



Sony's SOCOM: U.S. Navy SEALs will test PlayStation 2 voice recognition gameplay under battlefield conditions.

Xbox Sound Bytes

Microsoft is licensing voice recognition software from the Fonix Corporation, a speech technology company that provides voice recognition capability for various products, including cell phones, consumer electronics, and personal computers. Fonix's Automatic Speech Recognition (ASR) engine is available to all Xbox game developers right now.

Your games will understand your voice in the same way your brain works with your ears. Basically, there's a spiral-shaped channel inside your ear called the cochlea that contains sound-sensitive nerve endings. These cochlear nerves transmit auditory stimuli to your brain by converting them into about 20,000 sound frequencies. Your brain then sorts this raw sound data into familiar frequency patterns, such as language or music, and filters out chaotic patterns, i.e. noise.

Fonix's ASR speech software works in a similar fashion by using a neural network, a type of artificial intelligence system that can simulate the way the brain learns, remembers, and processes information. Speaking into a headset microphone will break your voice down into about 30 sound frequencies that ASR can understand (compared to the 20K your brain understands) and then sort into patterns for specific words and phrases. Although there are no announced games yet, Microsoft has already revealed plans to produce the Xbox Communicator, a peripheral that will include a headset built by Plantronics.



Microsoft's Xbox Communicator will make voice commands possible for Xbox games.

The PS2 Listens Up

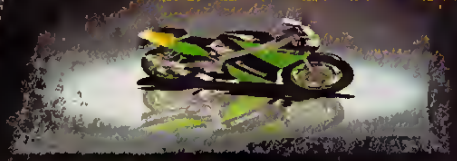
The PlayStation 2, on the other hand, is prepared to listen to your commands. SOCOM: U.S. Navy SEALs, a PS2 game in development for Sony by Zipper Interactive (see Sneak Previews), will use speech-recognition technology from Lernout & Hauspie Speech Products.

In this squad-based commando combat game, you'll lead a four-man team of Navy SEALs on various covert missions. Using a bundled headset, you'll be able to vocalize various instructions to your team to make them, among other things, disperse, regroup, or shoot any enemy on sight. You'll also be able to instruct other characters, such as hostages or captured enemy personnel, to follow your orders.

Say What?

Voice recognition could turn out to be the best thing to happen to gameplay since the analog joystick. Of course, that means that very soon your games could be talking back to you!

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EVERYONE E CONTENT RATED BY ESRB

PlayStation 2

Spike

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PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB
Mild Violence

PlayStation.2

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SIT DOWN, STRAP IN, AND STEP ON IT.

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SIM-PLY IRRESISTIBLE

Just porting The Sims to the PlayStation 2 wasn't good enough. Instead, the weirdly emotionally involving PC game will be enhanced, upgraded, and overhauled with console gamers in mind. Prepare to be as-Sim-ilated.

By Dan Elektro

WORLD EXCLUSIVE

FIND OUT MORE ONLINE



Every Sim has basic needs that must be tended to throughout the game—everything from contact with friends to how badly they need a potty break.



PS2 players will be able to change the color and texture of their furniture to create a custom set—a luxury PC players don't have.



Sims can use computers for fun, to study, or to find a job—and you'll have more options for a high-profile career by searching online.



The Sims will utilize the PS2's strength in generating particle effects (check out the floating notes over the jukebox).



Strip poker will be just one of the new two-player games exclusive to the PS2. Several more are in development.

YOU WAKE UP in the morning, grumbling from lack of sleep. You're short on time, but life's necessities stare you in the face—gotta shower, gotta eat, gotta pee...and maybe not in that order. The kitchen's a mess from last night's party, someone left the TV running at full blast, and if you miss one more day of work, you're fired. A horn honks outside—the carpool's waiting, and not for much longer. You change clothes in a flash, bolt out the door, and dive into the car...just in time to catch your girlfriend flirting with the boy next door.

But, of course, it's not *your* life—it's the life of your Sim, a digital character you control in a fictional world.

Or is it?



Sims speak Simlish, which sounds suspiciously like English babble. The balloons help interpret their conversation.



"One of the many modifications will be to give players a more goal-directed style of gameplay compared to the PC version," says Sims creator Will Wright. "At the same time, we still want the open-ended play to still be possible."





That's one of the several mind games going on behind the placid suburban setting of The Sims, Will Wright's social experiment disguised as a god game. In two short years, The Sims became the best-selling PC game of all time and revolutionized the very concept of what an electronic game can be. Now, at long last, that revolution will be televised: The Sims is coming to the PlayStation 2 courtesy of developers Maxis and Edge of Reality, and it's not a question of how much of yourself you'll put into it—it's how much of yourself you'll be able to keep out of it.

CONTINUED ▶



"Players can change every detail of their Sim, from hair color to shirts, pants, skirts, shoes, makeup, and even mustaches," says Sims design director Michael Perry.



"Our goal in taking the number-one PC game of all time to the number-one console is to preserve the magic of The Sims," says design director Michael Perry.



The new vanity mirror will give players the chance to change the physical appearance of their Sims. As you progress, the vanity will unlock more and more visual options.



"I figured this game would either be a big hit or a big flop," admits Will Wright, creator of The Sims. "I didn't know which. I never envisioned that it would achieve the level of success that it has, though."



With streamlined, specialized controls, design director Michael Perry promises that "the pick-up-and-play aspect of the Sims PlayStation 2 makes it the most accessible version of the Sims yet."





If your Sims get too curious about the exclusive new bug zapper, they're in for a shocking surprise. If you wanna keep them out of trouble, give them fun stuff to do!

THE REAL WORLD?

An entirely unique mix of Populous, Pokémon, and parenting, The Sims offers players the chance to create a suburban family with one goal: Make them happy. Like regular people, your Sims find happiness by having a good job, falling in love, creating a cozy home, spending quality time with friends and family, and owning a lot of really cool stuff. As their invisible lord and master, it's up to you to help provide all those things, as well as steer them around their daily lives. Your Sims are somewhat autonomous but ultimately lost without you—it's the player who decides a Sim's career, love affairs, attitude, hygiene, well-being, job skills, and much more. Big-screen TV or hardwood hot tub? Learn to cook nutritious food or order pizza every night? Take a wife or be a playa? The choices are all yours. As the game progresses, your Sims will succeed or fail in life, all based on what you tell them to do. It's the ultimate power trip.




All the existing objects in The Sims have been rebuilt from scratch for their new 3D environment.



WELCOME TO THE DOLLHOUSE

Expansion packs have added more objects and more gameplay elements to the PC version, but with so much open-ended content, can this game successfully survive the move to a closed console? "The Sims is a very special game—it delivers a totally new gaming experience," says Michael Perry, the game's design director. "We want to bring that magic and that new gaming experience to PS2 players."

First and foremost, the PS2 game won't be a port of the PC code. The game structure will be the same—you're still in charge of a family—but almost everything else is being retooled and re-created with the PlayStation 2 player in mind, including a change from 2D sprites to a fully polygonal 3D world. "Everything in The Sims for PS2 is new—it's like a Sims expansion pack all by itself," says Perry. "In addition to 20 new

CONTINUED ▶



While you won't be able to zoom in quite this close in the final game, much attention to detail is being paid to character models.



In two-player games, the camera will automatically zoom in and out, depending on where each player's cursor is.



If your Sims can't cook, they're doomed to ordering pizza every night or snacking on microwave tidbits. Otherwise, they could start a fire!

WIRED THE WRIGHT WAY

Meet Will Wright, the man who gave birth to The Sims. All of them.

GamePro: What made you originally decide to go from the macro-management of SimCity to the micro-management of The Sims?

Will Wright: I have always been interested in architecture and initially started exploring the idea of a game based on designing a home. At the same time, computers were getting faster all the time, so the idea of simulating individual behavior was becoming more appealing to me.

GP: Is it true that The Sims took you seven years to complete? What took the longest during that development time?

WW: I started working on The Sims seven years before it was eventually completed, but during that period I only worked on the game for about five years (I put it aside while I worked on SimCity 2000). The first few years were spent working out the details of the behavioral simulation—that was the hardest part.

GP: How close is the final game to your original concept?

WW: Very close actually. I have a tape of the first focus group that we ran the idea by (in 1993), and the description was almost exactly what we shipped. The focus group hated the idea, by the way. Of all the focus groups I've ever attended, this idea got the worst reception, which is why I don't trust focus groups to this day.

GP: What's the goal of The Sims Online? How will it work? Do gamers have any hope of seeing that show up on the PS2?

WW: The Sims Online is trying to take much of the cool fan dynamics that are occurring on the Web right now (trading, creation, community building, competition, storytelling) and bring them into the game itself. I doubt we'll see much online penetration with the current generation of console game systems. I think the online console thing will really start to take off in about three to four years when the next generation is released (PS3, Xbox 2).

ARE YOU A MASTER GAMER?

Six lucky kids, ages 12-17, will be selected to bring three friends each on a 4-day/3-night trip to New York City. The six winners will then compete for $10,000 cash in the Ultimate RZone Video Game Challenge. You pick the platform, we take care of the rest.



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Mechanically reproduced entries will not be accepted. **2.** Random drawings will be conducted on or about 11/18/02 from among all eligible mail entries and entries forwarded by participating Toys"R"Us stores and received by Little & King Co., LLC, an independent judging organization whose decisions are final on all matters relating to this promotion. Grand Prize Semi-Finalists will be randomly chosen according to the game system specified. First, Second and Third Prize winners will be randomly chosen from among all eligible entries received. Odds of winning will depend on the total number of eligible entries received. Approximately 3.2 million entry forms will be distributed nationwide during the promotion period. **3.** PRIZES: GRAND PRIZE SEMI-FINALISTS (6 WINNERS TOTAL: 2 Playstation 2 winners, 2 Game Cube winners, 2 X-Box winners): Each semi finalist winner will receive a 4-day/3-night trip for family of four (2 adults and 2 children) to New York City to compete on a randomly determined game (as determined by sponsor) on his/her chosen system. Semi-Finalists will be given a list of 3 games to practice on their system at least 30 days prior to the competition. Competition will take place at a local New York Toys"R"Us location to be determined by sponsor. Each semi-finalist winner will compete against one other semi-finalist winner to determine the "Ultimate Toys"R"Us R Zone Arcade Champion" of each game system. 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In the event that there is a tie, the semi finalists will compete again until a high scorer is determined. Each of the 3 finalists will receive $10,000.00 cash. ARV $10,000.00 each. Each of the 3 Runner-up winners will receive a $1,000.00 R-Zone Shopping Spree. ARV $1,000.00 each. FIRST PRIZE (10): $250.00 R Zone Shopping Spree. SECOND PRIZE (100): $50.00 Toysrus.com Shopping Spree. Awarded as a $100.00 Toysrus.com gift certificate (Internet gift certificate is only valid for purchases at http://www.toysrus.com website). THIRD PRIZE (250): $25.00 R Zone Shopping Spree. All prizes designated as "Shopping Spree" will be awarded as a Toys"R"Us gift card. Total Retail Value of all prizes: $79,750.00. **4.** CONSUMER DISCLOSURE. No purchase or payment of any kind is necessary to enter or win. You have not yet won. Value/Odds of each prize: Grand Prize Finalist: Value: $15,500.00. Grand Prize Semi-Finalist: Value: $6,500.00. First Prize: Value: $250.00 each. 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No cash alternative, substitution or transfer of prize permitted, unless prize becomes unavailable, in which case a prize of equal or greater value will be substituted at the sole determination of Sponsor. Return of any prize/prize notification as undeliverable may result in disqualification with an alternate winner selected. Taxes, if any, are the responsibility of the winner. By entering, entrant agrees to abide by and be bound by these Official Rules. Winners consent to use of their name and likeness for advertising/publicity purposes without additional compensation, except where prohibited by law. Grand Prize trip will be awarded in the name of the parent or legal guardian who must execute and return all required documentation and accompany minor on trip. 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If the judges determine, in their sole discretion, that there is any suspected tampering with the sweepstakes that compromise the integrity of the sweepstakes, the judges reserve the right to void the entries at issue and/or terminate or modify the sweepstakes and/or conduct a random drawing to award the prize(s) using all eligible entries received as of the termination date. If the sweepstakes is terminated due to tampering prior to its expiration date, notice will be posted at participating Toys"R"Us stores. Any attempt to deliberately damage the content or operation of this sweepstakes is unlawful and subject to legal action. **7.** For a list of major prize winners, send a self-addressed stamped envelope to: "R Zone Arcade Challenge Winners", 1040 6th Ave., 20th Floor, Dept. DJ, New York, NY 10018 by 11/29/02. **8.** To remove your name from future Toys"R"Us sweepstakes and/or contest mailings please call 1-888-TOYSRUS.



Enter for a chance to compete. Sweepstakes open through June 29th.

RZONE only at TOYS "R" US

PS2-exclusive objects, we took our favorite objects from the Livin' Large, House Party, and Hot Date expansion packs and completely re-did them to take advantage of the PS2." New objects will include a Benihana-style teppanyaki table, a vanity mirror that enables you to change the look of your Sims, a tree swing, a sandbox for kids and adults to play in together, and several other surprises. "All of the PS2-exclusive objects take advantage of the PS2 hardware in some way—3D, particle effects, controller rumble—and some are even two-player!" says Perry.

That's another new aspect of the PS2 edition: Two players will be able to share a screen to direct different household members and make them interact at will. If you want two Sims to flirt, you'll literally be able to make that love connection quickly and easily via a Dual Shock. "We've actually taken advantage of the PS2 controller to simplify the Sims gameplay control even further," says Perry. "Experienced Sims players can learn the controls in less than 30 seconds." There will be special two-player games, such as strip poker—and the rewards are increases in a Sim's popularity or embarrassment.



Your Sims can't, um, create children, but they can adopt. Once you get a toddler, they're a member of the family—you can't give 'em back!



The PS2 version of The Sims will feature a fully 3D environment with a free-roaming camera.

BE A WINNER AT THE GAME OF LIFE

The PC game is entirely open-ended; there's no final boss, no finite goal. That "free play" mode will still be available on the PlayStation 2, but gamers will have the option for more structure, too. "Players can actually win the game in Sims PS2," reveals Perry. "There is a completely new neighborhood that challenges players to advance from a cheap trailer to a millionaire's mansion. Along the way, players can unlock new objects, meet all-new PS2 neighbors, and find hidden rewards." Other refinements will include a much deeper Create-a-Sim mode (offering thousands of character combinations), and the ability to save both Sims and houses to a memory card for easy transport to a friend's console.



The PS2-exclusive teppanyaki table fulfills several Sim desires at once: fun, hungar, comfort, and social interaction.

HI HONEY, I'M HOME

PlayStation 2 gamers already know how to fight, drive, and blast their way to victory. When The Sims ships this fall, it will be interesting to see if they can just as easily balance a successful career and a rewarding social life—or even just grill some burgers in a backyard barbecue without burning down the house. It shouldn't be too hard. After all, it's not *your* life—it's just a video game.

Or is it?



Pardon me! For large families, it's often a good idea to build two bathrooms.



"We've designed the game to be easy to control and play with the standard PS2 controller," says design director Michael Perry. "A mouse is not needed."



Object selection will be simple and forgiving—just slide the cursor over to an item, and if you're reasonably close, it will light up and offer options.

GP: What's the one thing that most games lack today? That is, what are most designers forgetting when they put a game together?

WW: I've seen so many games that were technically well done but could have benefited tremendously from another two months of game tuning. Tuning a game is becoming very analytical lately and less seat-of-the-pants.

GP: The Sims is unusually—maybe even unhealthily—engaging. People often create Sims based on their own family. Is there such a thing as too much personal investment in an interactive game?

WW: I think one of the cool things about games is that players can pick their ultimate level of involvement. Some people play The Sims for five hours and then put it aside. For others, it becomes a major hobby and they continue playing, building, and collecting for years. I like the idea of certain games becoming less of a "one-time experience," like a movie, and more of an ongoing experience like a hobby or craft.

GP: Have you yourself ever exhibited any of the classic Sims danger signs—dreams about yourself in the game, stacking up a list of things you have to do in a specific order, thinking you have to click on the toilet to go pee?

WW: I went through this in a severe way during the first two years or so of working on the game. Much of the early design was based on observations from my own life. So for me, it wasn't just the game rubbing off on my life but also the reverse—my life rubbing off on the game design.

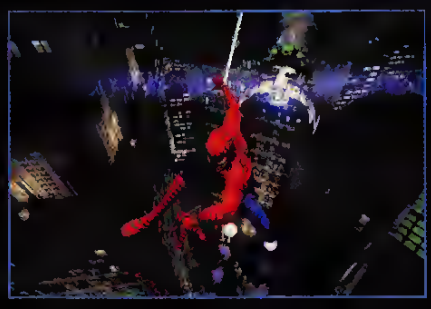


Sims creator Will Wright admires his handiwork.



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Kazuya's Big Payback

In Tekken 4, revenge is a dish best served with fluid animation, tight controls, and jaw-dropping graphics. Could this be the first game to max out the power of the PlayStation 2? By Tokyo Drifter

While Tekken Tag Tournament fed gamers a nice fix at the launch of the PlayStation 2, the hunger for a full-fledged follow-up to the third installment of Tekken wasn't fully satiated. Tekken 4 will hopefully deliver the knockout punch this fall with completely revamped graphics and more revelations about the characters' story lines than ever before.



"We have developed the Tekken Force mode with the idea of possibly progressing it into a fresh new game product," says Namco's Masahiro Kimoto.

Speak Softly and Carry an Iron Fist

Twenty years ago, Heihachi defeated his son Kazuya and then promptly threw him into a volcano. After being absent from Tekken 3, Kazuya returns with a vengeance, possessing the Devil gene that his evil papa so dearly wants. "We figured that if we wanted to succeed in enhancing the dramatic aspect of the game, [Kazuya] would have to be in the core of that story," says Tekken 4's project leader at Namco, Masahiro Kimoto. "We believe he's becoming an interesting and cool character."





Masahiro Kimoto, project leader for Tekken 4, has yet to explain himself for killing off Armor King....

In Tekken 4, every fighter will have their own prologue and epilogue to explain why they're fighting and to fill in details about what happened in the character's previous tournament appearance. Kimoto says this latest installment's focus on character motivations is no accident. "As the developers of this series, we felt that its story aspect has always been too childish and simple," he admits. "There are always a lot of players who look forward to seeing the ending movies. We thought we could satisfy them if we built up a story that we knew would satisfy us. If we get strong enough feedback about this, I think we'd like to continue expanding the story component for the series."

The prologues will be told through rough-colored illustrations with a narrator, a new presentation style for the series. Also, the ending cinemas will have a new look. "Actually, [Tekken 4's endings] are rendered MPEG-2 movies using character models straight from the game," Kimoto explains. "We did this so we could create longer dramatic scenes, not because we were cutting corners or anything."

The New Challengers

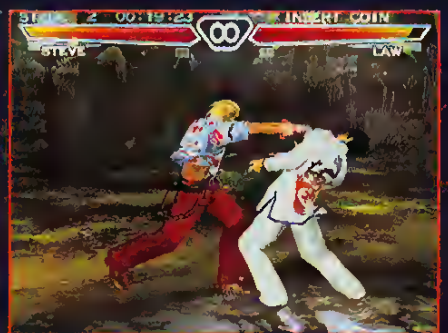
There's just no way a new tournament can take place without new faces getting into the mix. Fifteen returning brawlers will be joined by fresh faces Steve Fox, Craig Marduk, and Christie Monteiro who will add spark with their respective fighting styles. Steve's a pure boxer who almost exclusively uses his fists, while Craig forgoes finesse and relies on his sheer size and brute



Tekken 4's characters are actually composed of less polygons than those from Tekken Tag Tournament.



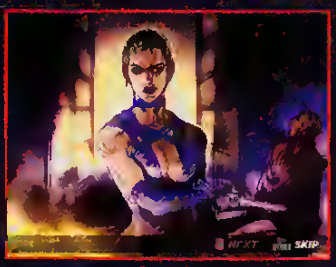
Tekken Force mode is returning as a 3D beat-em-up mini-game.



Steve almost exclusively sticks to his fists, but his range still matches the kicks of other players.



Juggles will be all the more deadly when you back opponents against a wall or immoveable obstacle.



The beginning of each character's story mode will be told through cool stylized drawings.



Xiaoyu begins to question Heihachi's intentions and goes out on her own to learn the truth and seek out Jin.

strength to annihilate his opponents. Christie was a student of Eddie Gordo, so she uses the same Capoeira style, but adds extra, uh…flair to her moves. Comments Kimoto, "We had initially planned to include a female Capoeira user in Tekken 3, but we didn't have enough visual and technical ability at the time to make an attractive character out of her."

Veteran players will have no trouble picking up Tekken 4, and as always, novices will find it accessible—but be prepared for some interesting gameplay twists. The controls will still consist of two buttons each for punches and kicks, but you'll now have full 3D roaming capabilities that will require slight adjustments to your directional pad technique. The new closed arenas of combat, which will restrict how far you can stray from your opponent, will also add a completely different strategic element to the fighting. Being aware of how close you are to a wall or immovable object will be key in how you position yourself for the next attack. "I'm confident that closed environment fighting is fun enough to be the basis of something that's even better than Tekken 4," asserts Kimoto. "If there's a sequel, I'd like to keep exploring that style."

Bust You in the Eye!

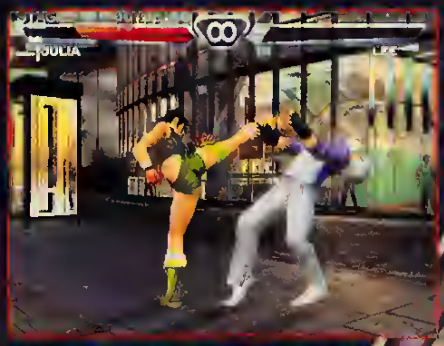
Tekken has always been on the cutting edge of visual performance for Sony's machines, and that tradition will continue. Characters will have noticeably smoother movements and greater levels of facial animation. Kimoto comments, "We devoted a large number of polygons in Tekken Tag Tournament to the character models—about 5000 per model. In Tekken 4, we were able to achieve more realistic body movement while cutting this number in half to about 2500."

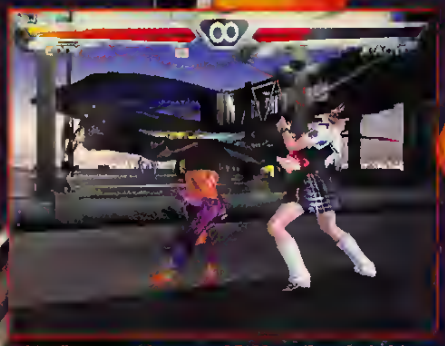
The U.S. version of Tekken 4 is getting a few extra months of tweaking, but exactly what that entails remains a secret. What's left to tweak? Watching the Japanese version of Tekken 4 in motion, one wonders if the PS2 has hit its maximum potential. To this Kimoto answers, "In a way, Tekken 4 pushes the PS2's capabilities to their limits, but if we continue studying new ways to optimize the programming, I think we still have some room before we hit the absolute limit."







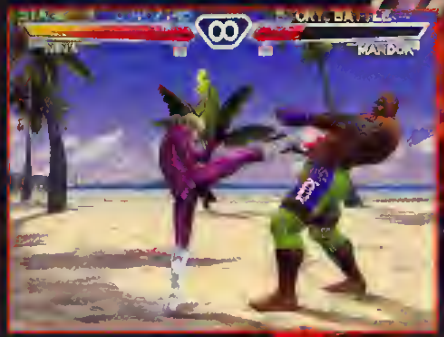




Eddy Gordo will be one of Tekken 4's unlockable hidden characters.



"If you're a highly skilled player, you might be able to lure your opponent into position and use height differences to unleash special combination attacks," says Namco's Masahiro Kimoto.



"The current Marduk ended up a little more reserved," admits Namco's Masahiro Kimoto, "but I'd like to see him get a little more brutal in the next game."



Characters like Bryan are being toned down to offer a better balance between fighters.

Readers' Choice:

What did GamePro's 11th Annual Readers' Choice Awards teach us? Mature games were hot, Final Fantasy was not forgotten, and all consoles were recognized for excellence...but the PS2 ruled.

BEST ACTION GAME



1. **Grand Theft Auto III**
 By Rockstar • PS2 • Mature
2. **Sonic Adventure 2**
 By Sega • Dreamcast • Everyone
3. **Twisted Metal: Black**
 By Sony • PS2 • Mature

This wasn't a contest—this was, appropriately enough, a savage beating Grand Theft Auto III stole this win fair and square, and the other games didn't even come close.

BEST ADVENTURE GAME



1. **Metal Gear Solid 2: Sons of Liberty**
 By Konami • PS2 • Mature
2. **Devil May Cry**
 By Capcom • PS2 • Mature
3. **Luigi's Mansion**
 By Nintendo • GameCube • Everyone



Snake's return was the year's most anticipated release, and your votes show that the Metal Gear Solid sequel was worth the wait. And for the runners-up, you couldn't find two more different games...

BEST ROLE-PLAYING GAME



1. **Final Fantasy Chronicles**
 By Square EA • PS • Teen
2. **Baldur's Gate: Dark Alliance**
 By Interplay • PS2 • Teen
3. **Phantasy Star Online Version 2**
 By Sega • Dreamcast • Teen

The surprise December release of Final Fantasy X made it miss our ballot (which was printed when the game was still a 2002 release), but the FF series won anyway. Still, you can't help but wonder, "What if?"

BEST FIGHTING GAME



1. **Dead or Alive 3**
 By Tecmo • Xbox • Teen
2. **Super Smash Bros. Melee**
 By Nintendo • GameCube • Teen
3. **WWF SmackDown: Just Bring It**
 By THQ • PS2 • Teen

This was easily the closest category of all—Dead or Alive beat out Smash Bros., but by an amazingly slim margin. Every vote counted! And if the Rock's so tough, how come he couldn't beat Pikachu?

BEST FLIGHT COMBAT GAME



1. **Star Ware Rogue Leader: Rogue Squadron II**
 By LucasArts • GameCube • Teen
2. **Ace Combat 4: Shattered Skies**
 By Namco • PS2 • Everyone
3. **Star Ware Starfighter**
 By LucasArts • PS2/Xbox • Teen

Star Wars sandwich! The GameCube debut of that galaxy far, far away took top honors with ease, but PS2 pilots made their preferences known, too. Starfighter was third...in a field of three.

BEST COMBAT GAME



1. **Halo**
 By Microsoft • Xbox • Mature
2. **Half-Life**
 By Sierra • PS2 • Mature
3. **Red Faction**
 By THQ • PS2 • Mature

When they subtitled Halo "Combat Evolved," they weren't kidding. Master Chief lived up to his double-leadership title and ran rings (ha!) around the competition by a huge margin.

BEST RACING GAME



1. **Gran Turismo 3 A-spec**
 By Sony • PS2 • Everyone
2. **Project Gotham Racing**
 By Microsoft • Xbox • Everyone
3. **Wave Race: Blue Storm**
 By Nintendo • GameCube • Everyone

GT3 garnered over three times as many votes as Project Gotham. And while neither NASCAR game placed as high as Nintendo's jet-ski romp, stock-car fans might like to know that Thunder lapped Heat.

BEST ACTION SPORTS GAME



1. **Tony Hawk's Pro Skater 3**
 By Activision • PS2/GameCube/PS • Teen
2. **SSX Tricky**
 By EA Sports Big • PS2/GameCube/Xbox • Everyone
3. **Dave Mirra Freestyle BMX 2**
 By Acclaim • PS2/GameCube/Xbox • Teen

It's Tony's world—we're just living in it. THPS3 earned more votes than any other game in any single category. EA's funny, funky snowboarders placed second again, and Miracle Boy moved up.

Your Best of 2001

BEST SPORTS GAME: FOOTBALL



1. Madden NFL 2002
By EA Sports • PS2/GameCube/Xbox/PS/N64 • Everyone

2. NFL 2K2
By Sega • PS2/Dreamcost • Everyone

3. NFL Fever 2002
By Microsoft • Xbox • Everyone

NFL Fever earned an impressive amount of votes in its rookie season—a good sign for the future. Madden's still the man to beat, though; the top two standings didn't change from last year's awards.

BEST SPORTS GAME: OTHER



1. NBA Street
By EA Sports Big • PS2 • Everyone

2. NBA 2K2
By Sega • Dreamcast • Everyone

3. NHL Hitz 20-02
By Midway • Xbox • Everyone

NBA Street rules the playground, not to mention the PS2. Sega's NBA franchise moved up a slot this year, making room for Midway's new action-oriented hockey game to skate into third.

BEST BRAIN/ REFLEX GAME



1. Pikmin
By Nintendo • GameCube • Everyone

2. Mario Party 3
By Nintendo • N64 • Everyone

3. Dance Dance Revolution
By Konami • PS • Everyone

The project from Shigeru Miyamoto's personal greenhouse sprouted just fine, bumping last year's winning franchise down a notch. DDR boogied its way to third, and PS2 software...didn't even rank.

BEST PC GAME



1. Max Payne
By Gathering of Developers • Mature

2. Diablo II: Lord of Destruction
By Blizzard • Mature

3. Half-Life: Counter-Strike
By Sierra • Mature

Four years in the making, Max Payne was worth the wait. A mere add-on for Diablo II was beefy enough to secure second place. Counter-Strike, the Half-Life user mod that made good, pulled third.



BEST ARCADE GAME



1. Tekken 4
By Namco

2. Capcom vs. SNK 2
By Capcom

3. Virtua Fighter 4
By Sega

Wanna fight? Apparently, the answer is yes—all three arcade winners in 2001 were brawny brawlers. Tekken 4 housed 'em all, though, getting more votes than CVS2 and VF4 combined.

BEST HANDHELD GAME



1. The Legend of Zelda: Oracle of Ages/ Oracle of Seasons
By Nintendo • GBC • Everyone

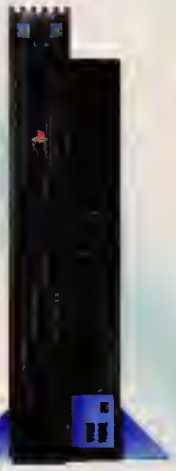
2. Tony Hawk's Pro Skater 2
By Activision • GBA • Everyone

3. Castlevania: Circle of the Moon
By Konami • GBA • Teen

A year without Pokémon is like... a year where someone else gets a chance. The GBC still has what it takes to win the top slot...but is that to the machine's credit or Link's?

CONSOLE OF THE YEAR

1. PS2
2. Xbox
3. GameCube



The big three turned out to be...the big three. PS2 votes almost quadrupled those for the Xbox and GameCube, which were fairly close. The Dreamcast was a distant fourth, and the Game Boy Advance placed fifth.



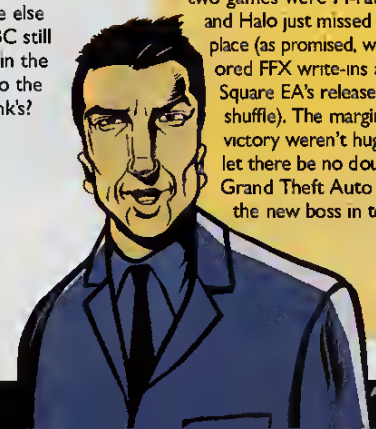
GAME OF THE YEAR

1. Grand Theft Auto III
By Rockstar • PS2 • Mature

2. Metal Gear Solid 2: Sons of Liberty
By Konami • PS2 • Mature

3. Final Fantasy X
By Square EA • PS2 • Teen

For the first time, the top two games were M-rated—and Halo just missed third place (as promised, we honored FFX write-ins after Square EA's release-date shuffle). The margins of victory weren't huge, but let there be no doubt—Grand Theft Auto III is the new boss in town.





BY DUNJIN MASTER

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Dungeon Siege

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128 MB RAM

1 GB on HD

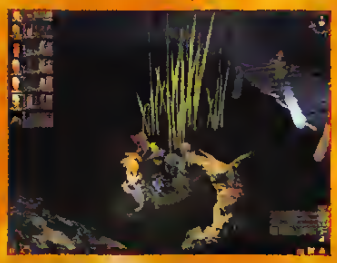
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The Kingdom of Ehb is beset with horrible creatures and evil plots, and it's up to a humble farmer to save the world. Thus begins the tale of Dungeon Siege, the best PC action RPG to date.

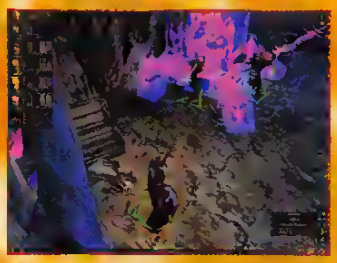
A Farmer's Tale

In Dungeon Siege, you take the role of a simple farmer who has been asked by a dying friend to take a message to a nearby town. Along the way, you meet up with violent creatures and helpful allies, and before long, you find yourself embroiled in a plot to save the Kingdom.

Unlike other RPGs, which shackle your characters within the limits of classes, Dungeon Siege lets you develop your character however you wish. In the beginning, you choose a gender and set the look of your character, and that's it. If you fight with swords a lot, you'll become a fine warrior, whereas repeated magic use will improve your spell-casting skill. This way, you end up with a character that's good at the things you enjoy most, and it makes playing Dungeon Siege intuitive, seamless, and fun.



PROTIP: If the enemies truly don't stop coming, look around. Sometimes there's a shaman or witch resurrecting fallen foes.



PROTIP: Ice spells have a chance of freezing the enemy, making them unable to attack and more likely to shatter when they finally kick tha bucket.



PROTIP: In big fights, keep at least one of your spellcasters set on a healing spell. They'll throw heals whenever anyone gets below half health.



PROTIP: Any time you see an opening that leads underground, save the game and make sure everyone's properly equipped. You're about to walk into a fight.

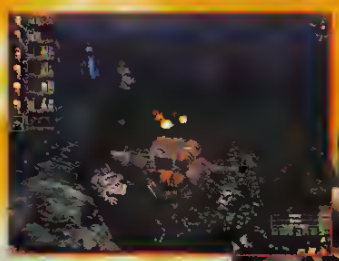
Ebbs and Flows

The Kingdom of Ehb is a place filled with amazing visuals and engrossing sounds. By tha time you enter the ice-covered lands near the town of Glacern, you'll be driven to progress just to see what the next part of the Kingdom looks like. Your characters are highly detailed and no less gorgeous. Ambient sounds of forests, caves, swamps, and catacombs keep your nerves on edge, as do the the growls of enemies and the clashes of weapons and armor. From the tiny faeries flitting about in the forests to the whispered scuttling of offscreen spiders, every aspect is gripping and realistic.

Dungeon Siege's controls are so intuitive that you'll have them mastered in no time. Casting specific spells in a full party in fast-paced, RTS-like combat can be tough, but you can use hotkeys to quick-select tactics and weapon/spell layouts, and you can group characters RTS-style for easy party control. Only a few camera control problems get in the way of a perfect gameplay experience.

Siege the Day

Dungeon Siege walks all over its competition with almost effortless grace. It's easy enough for the non-gamer, deep enough for the hardcore addict, and pretty enough to please the finicky graphics snob in all of us. G



PROTIP: Packmules make a great addition to the party if you have an open slot. You'll definitely have to protect them, though, even if they can somewhat protect themselves.



Dungeon Siege really pushes its Teen rating with carnage, zombies, and...well, lookit the gibs!



PROTIP: Marching order is the first tactic you'll want to master. Go for a couple of strong fighters in front, followed by your spellcasters, and another fighter or archer in back.

GRAPHICS 5.0

PC RPGs don't get any more hectic or vibrant than this. Characters and spells look great, and gorgeous environments make exploring a treat.

SOUND 5.0

Whether it's the area-specific ambient music or the clangs and smacks of combat, the sound truly shines.

CONTROL 4.5

With the exception of the periodically irritating camera, Dungeon Siege's controls are transparent and intuitive

FUN FACTOR 5.0

While some may balk at the constant combat, there's never been a better action RPG for any system. Yes, it's even better than Diablo.

MEDABOTS AX

METABEE Ver.

&

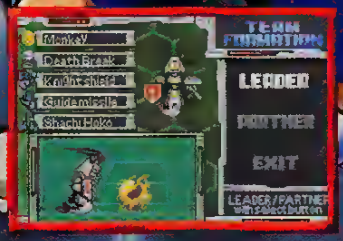
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E

CONTENT RATED BY ESRB

Mild Violence

GAME BOY ADVANCE

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Unreal Tournament 2003



BY D-PAD DESTROYER

- Developed by Digital Extremes
- Published by Infogrames
- Target release date: June

Windows 95/98

FIRST LOOK

It's About Time

The game that made people look away from Quake II is on its way back as Unreal Tournament 2003. Ever since Counter-Strike, multiplayer shooters have been more objective-based and less straight-up action. Developer Digital Extremes is taking Epic Games' latest Unreal graphics engine and using it to revive the Deathmatch as you know it.

If you don't know the original Unreal Tournament, here's a crash course: You work your way up a ladder of Deathmatches against computer-controlled 'bots or go online and fight human-controlled characters. The point of the game is to win, win, win—and collect power-ups and uber weapons along the way.







Unreal Tournament 2003's 50 new characters will have their own backgrounds and abilities.

More Unreal Than Ever

There won't be a shortage of levels, weapons, and enemies in UT2003. You'll be able to fight in 30 indoor and outdoor locations, each with up to 100 times more polygons than the original UT levels. Picky players will have 50 new characters with their own abilities and origins to choose from. You'll find new weapons as well as old standbys like the Flak Cannon, Link Gun, and Shock Rifle, and new moves like double jumps, berserker, and the translocator will ensure that no two battles turn out the same. The single-player mode will let you create your own team and develop it over time, and multiplayer will enable 32 players to blast each other into smithereens simultaneously.

















Let the Tournament Begin

Even if UT2003 were just more Unreal Tournament, that'd almost be enough, but Digital Extremes is adding all sorts of new content and gameplay to the tried and true UT formula. PC gamers jealous of their console-owning friends' Halo goodness will be pleased with UT2003's new team-based vehicles, and new game modes will join Deathmatch, Capture the Flag, and Domination on the list of Ways To Blow Up Your Friends. If you're looking for an engaging story, look somewhere else—Ultimate Tournament 2003 is all about fighting and winning.



(Have you heard who's on Nintendo GameCube?)

BOMBERMAN GENERATION

SHORT MAN. SHORT FUSE. BIG ADVENTURE.



EVERYONE E CONTENT RATED BY ESRB

NINTENDO GAMECUBE

HUDSON

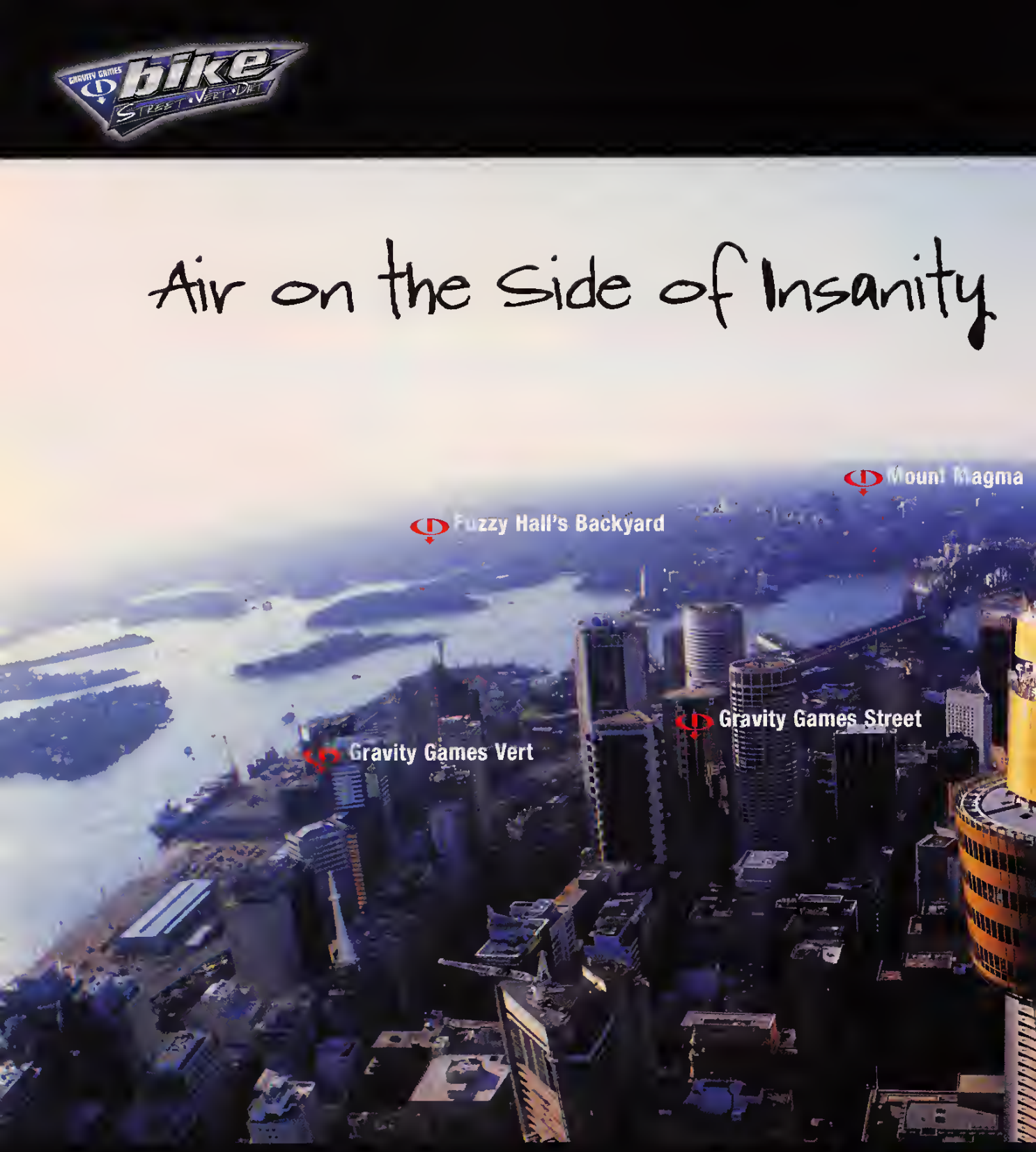
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PlayStation 2

NINTENDO GAMECUBE

XBOX

GRAVITY GAMES

TEEN T
CONTENT RATED BY ESRB
Blood
Mild Lyrics
Mild Violence



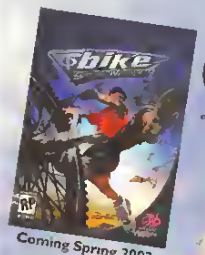
Sneak preview at www.gravitygamesbike.midway.com

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PlayStation.2

GRAVITY GAMES

NINTENDO GAMECUBE

XBOX

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Mega Man Battle Network 2



BY BROTHER BUZZ

- Developed and published by Capcom
- $39.99
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.5



PROTIP: Replenish health with Recov Battle Chips during virus fights. Whittle viruses down to one, then dodge shots and drag Recov from the Folder.

EVIL COMPUTER VIRUSES beware! Mega Man is jacking into cyberspace to wipe the net clean. Yet another variation of the Mega Man universe, Mega Man Battle Network 2 is a deceptively engaging action/adventure/RPG hybrid in which you play as both Mega and his alter-ego Lan.

While this good-looking game seems simple at first (the happy-go-lucky music doesn't help), it then opens up to reveal a decent adventure challenge. Lan is confronted by a fair amount of familiar hunt-and-gather puzzle solving, but that's all really just a setup for the real action when he jacks into cyberspace as Mega Man.



PROTIP: During battle, the closer you stand to viruses, the faster you can fire.

The dependable controls aren't required to do much, but the gameplay's kinda fun. From the ol' ¾-overhead view, Mega runs around to activate stuff like computer subroutines and switches that fix problems facing Lan back in the real world. Virus battles pop up RPG-style, and motley teams of monster-like viruses gang up on Mega. It's simple, real-time combat, but it keeps your thumbs pumping and the strategy grabs you. Boss confrontations even deal some respectable damage.

Battle Network 2 works well as a Game Boy Advance game. If you can't get enough of Mega, this cart challenges you to think if you want to be the Man

Robopon 2: Cross and Ring Versions



BY FENNEC FOX

- Developed by Hudson Soft
- Published by Atlus
- $39.99
- Available now
- RPG
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.0	3.5

ANOTHER FINE MESS Cody has fallen into. In Robopon 2, the Legend 1 of Porombo Island has been cast away at sea while on his way to a tournament. Now he's stuck in the land of Majiko with Dr. Zero, Bisco, and all his old enemies from the first game. He'll have to start from scratch and become a Robopon master in this new land, discovering all its secrets along the way.



PROTIP: You need to find two batteries before you can "spark" your first Robopon. Nick in Baba Village has access to one of them.



PROTIP: Equipping a Robopon with two different software chips gives it new special abilities. Try as many combinations as you can find.

While still basically a Pokémon clone, Robopon 2 is a far better game than the short and unsatisfying Game Boy Color original. A total of 180 new robot creatures are available, and up to four Robopon can fight at once in battles. The graphics and sound have taken a giant leap forward, and the game's story line is nearly three times longer than before.

Like the original, Robopon 2 could use some fine-tuning. Battles are still mostly decided by experience level, so there's little reason to use more than the same four Robopon for the entire game. The menus are a bit confusing to use, although they load much more quickly. Despite these flaws, though, this is a very solid sequel, and it should tide over most monster fans until a real Game Boy Advance Pokémon hits stores

Spy Hunter



BY DAN ELEKTRO

- Developed and published by Midway
- $39.99
- Available June
- Driving/action
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	3.5	3.0

AS HANDHELD COMPANIONS to console hits go, Spy Hunter looks and feels quite a bit like its big brother. Usually, it's a bait-and-switch, but not this time—just as in the next-gen versions, you'll drive the sleek, transforming Interceptor from a rear chase view as you blow up enemy motorcycles, sedans, missile launchers, helicopters, boats, and more. The similarities work for and against it, though, because the linear gameplay can get extremely frustrating. Most missions are defeated through trial-and-error patterns—finding a path to the mission targets, blowing them sky-high, and surviving until the finish is the key to the game. That also means that you could memorize a level's structure inside and out and still not get past that level for days—majorly annoying.



PROTIP: To lay down an oil slick, press both ← and → at the same time as you pass enemies. You'll conserve projectile ammo this way.



PROTIP: Helicopters are a constant nuisance. Get rid of them by locking on to them as a target (tap ↑) and firing a missile.

The game relies heavily on Mode 7–type scaling effects, which make things look pixilated but keep the action moving at a brisk pace. The controls are quite good and the lock-on system proves very helpful. And, of course, it wouldn't by Spy Hunter without a cool version of the *Peter Gunn* theme, though the sound effects could use help. In the end, though, it's the linear gameplay that makes Spy Hunter merely mediocre.

The Scorpion King: Sword of Osiris

BY FENNEC FOX

- Developed by WayForward Technologies
- Published by Universal Interactive
- $39.99
- Action
- Available now
- 1 player

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.0	3.5	3.0

BASED ON THE action flick and vehicle for The Rock's acting abilities, The Scorpion King is a standard platform game where you guide the main character, Mathayus, as he rescues his girlfriend from the sinister desert overlord, Menthu. He does this by going through six side-scrolling worlds, using a sword and pair of scimitars to cut a swath through red-turbaned swordsmen and skeletal monkeys.

The game bears an uncanny resemblance to most Super NES action titles, right down to gratuitous Mode 7 effects and rising-water stages. The graphics do their job with some pretty enemy animation, but the muddy music is difficult to enjoy. A password system saves your progress, and the game is very generous with extra lives, so most gamers will be finished within a few days. The Scorpion King could be worse, but it could also be a lot better.



PROTIP: The Runes you need to find are hidden in these Scorpion statues. Jump over a pit to find the first one.



PROTIP: Rush these sirens fast enough, and they won't get a chance to fire their three-way shots at you.

Blender Bros.

BY STAR DINGO

- Developed by Hudson Soft
- Published by Infogrames
- $32.99
- Action
- Available now
- 1 player

ESRB: E

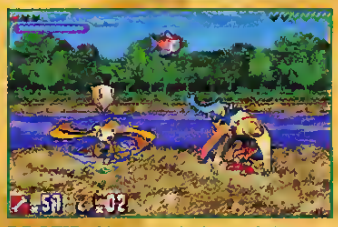
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	3.0



PROTIP: You'll lose all your hard-earned bones if you continue, so spend them on record upgrades for your Mini Bros. immediately.

WHEN YOU SET a generic 2D GBA platformer a-sailin' into the vast, boundless sea of generic 2D GBA platformers, you better give it a good gimmick if you expect it to have any shot at survival. Luckily, Blender Bros. comes equipped with a pretty decent one to stave off the feeling you're just playing a Nickelodeon-licensed game that neglected to get a Nickelodeon license. The gimmick in question: "Mini Bros.," little equippable sidekicks that grant you special abilities, and can be powered up by playing rock, reggae, and classical vinyl records.

The game's look is cool (space rabbits with enormous prehensile ears), the music is groovy, and the intuitive controls let you pull off some pretty nifty rabbit-ear-themed tricks. Still, it's really just a formulaic 2D platformer at heart—and a short, easy one at that—so if gimmicks and colossal rabbit ears don't fool ya, stay away.



PROTIP: It's a good idea to bring a healing- or defensive-type Mini Bros. (like Goldo) into a boss battle.

Star X

BY STAR DINGO

- Developed by Graphic State
- Published by BAM! Entertainment
- $49.99
- Shooting
- Available now
- 2 players

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	2.5	3.0

WHILE THERE'S A definite "wow, neato!" factor to seeing a Game Boy Advance push polygons for the first time in its short history, that joyful feeling is quickly replaced by the feeling that what you're playing is more a tech demo than a game. In this space-shootin' Star Fox wannabe, things like too-touchy, spastic controls, lifeless space dogfights, and instances of pop-up that look like the world is constantly rearranging itself nearly kill the polygonal fun.

The music—definitely influenced by 1970s TV space operas—is pretty cool, although the sound effects are strictly utilitarian and provide audio cues such as when it's time to dodge a barrage of boss bullets. Star X is cool for five minutes; the fun meter plummets as time goes on.



PROTIP: In free-roaming "Orbit" stages, you can safely ignore the fighter swarms and concentrate on taking out your primary target.



PROTIP: Don't waste bombs during missions—save them all for boss battles, instead.

Wolfenstein 3D

BY FOUR-EYED DRAGON

- Developed by id Software
- Published by BAM! Entertainment
- $41.99
- First-person shooter
- Available now
- 1 player

ESRB: M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	4.0	3.0



PROTIP: If you're behind a wall, move forward slowly. Once you go beyond the wall and hear a German baddie, immediately move back and wait for him to come to you.

IN 1992, GAMERS got their inaugural taste of first-person shooting with Wolfenstein 3D. Now this classic has been resurrected on the Game Boy Advance, complete with all the original 10-year-old sights and sounds.

In Wolfenstein, it's you against the Fuhrer and his menacing henchman in an all-out battle through hallways and corridors of Nazi buildings. Indeed, the battles look the same as they did when they initially happened on the PC, which by modern standards makes them bland, colorless, and simple. The audio is just as unadorned with a few grunts, yells, and pounding music. The straightforward controls can become a bit frustrating as you try to strafe while moving your gun. This timeless classic certainly deserves a nostalgic try, but if you want a better shooter, check out id's other masterpiece, Doom.



PROTIP: Sometimes, pressing on wall art will reveal hidden rooms filled with bonuses.

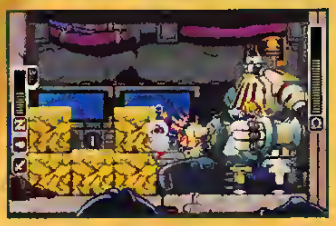
BY STAR DINGO

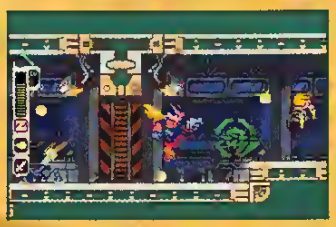
- Developed and published by Capcom
- Target release date: Fall 2002

GAME BOY ADVANCE

HANDS-ON

Mega Man Zero





WHILE THE NEXT handheld iteration of the Mega Man series will return to the more "traditional" level/boss format, be prepared for a few new twists. In the preview build, a "hub city" enabled Zero to tinker with his stats and chat with his future pals, and boss battles yielded "Elemental Chips" rather than the usual brand-new weapon. A word of warning, too: Zero may very well be the hardest game yet in the series... though it shouldn't be anything your typical sentient, independently self-motivated, cybernetic intelligence with limited knee-joint control can't handle.





BY STAR DINGO

- Developed by Digital Eclipse
- Published by Disney Interactive
- Target release date: June

GAME BOY ADVANCE

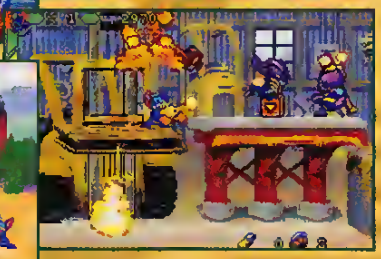
HANDS-ON

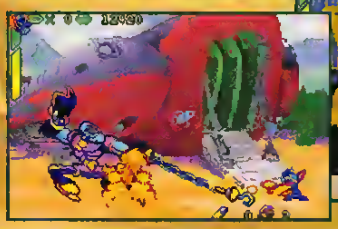
Lilo & Stitch



STITCH IS A toothy, blue, experimental space koala with four arms. Lilo is the little Hawaiian girl who decides to adopt him as a pet. In the pre-alpha build of their GBA game, Stitch's missions played in the vein of classic bullet-fueled 2D shooters like Contra, while Lilo's levels were more thoughtful, puzzle-oriented platform affairs à la Flashback, Abe's Oddysee, or Out of This World. Nope, not quite what you'd expect from the latest Disney-licensed 2D platformer...then again, this ain't quite what you'd expect from the latest Disney animated film.







BY STAR DINGO

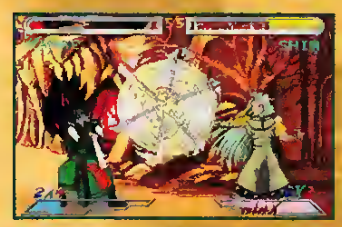
- Developed by Dinc Interaktif
- Published by Metro3D
- Target release date: June

GAME BOY ADVANCE

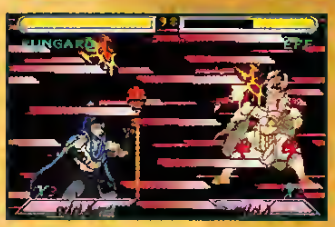
HANDS-ON

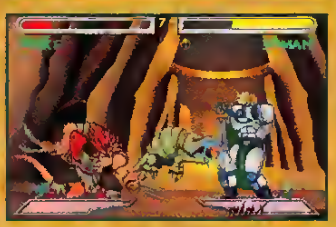
Dual Blades

FIFTEEN FIGHTERS, CUSTOMIZABLE meter-based Super attacks, fatalities, and blood (yes, it's M-rated) in the golden age of the Huns...yes, it's Dual Blades, the first GBA fighting game that won't be a port of an already-existing fighting game! Though the controls may seem a bit floaty to fight fans reared on the Street Fighter series, the preview version featured some big, colorful sprites and a cast of rather bizarre characters and backgrounds that brought on Samurai Showdown and Eternal Champions (yes, Eternal Champions) flashbacks.









FIRST LOOK

Driver 2 Advance

INFOGRAMES IS TAKING its ol' PlayStation Driver series out for a little spin on the GBA road. You'll once again play as Tanner, an undercover cop acting as a driver-for-hire for the criminal underworld, and race through city streets, trying to take a bite out of crime from the inside. The developer promises that its all-new game engine will deliver sliding, crash physics, and visible car damage—all the goods you'd expect to see in a Driver title.— *By Star Dingo*



- Developed by Sennari Interactive
- Published by Infogrames
- Target release date: Third Quarter 2002

FIRST LOOK

Superman: Countdown to Apokolips

LOIS LANE HAS been kidnapped; the fiery agents of Apokolips have descended upon Metropolis; Intergang is making shady interstellar arms deals; and Livewire just broke out of Strykers Island prison. Well, crap, who else is this gonna be a job for? Entirely unrelated to the infamous N64 Superman disaster of 1999, Mr. Kent's first GBA game (based on *Superman: The Animated Series*) will boast nine levels, a full array of superpowers, and yes, Metallo fans, Metallo himself. Break out the lead GBA carrying case.— *By Star Dingo*



- Developed by Crawfish Interactive
- Published by Infogrames
- Target release date: Second Quarter 2002



Why race your friends when you can inflict demonically cruel damage to them instead? It's total mayhem with four-player, nitro-boosted gameplay that includes:

- 10 totally cool looking cars (just don't get too attached)
- 16 totally unique locations (streets, rooftops, football fields...)
- 18 totally awesome game modes (Stuntman, Hunter, Multi-Tag...)

All adding up to one totally smashing experience.

TOTALED!

LESS ROAD. MORE RAGE.

TEEN T Mild Lyrics Mild Violence CONTENT RATED BY ESRB

XBOX

Rage www.rage.com

BINK VIDEO

MAJESCO www.majescogames.com

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OR GET SMOKED
RAYMAN
ARENA
RACE TO THE FINISH. BATTLE TO THE END.
This is multiplayer mayhem Rayman style. Race and battle across 15 obstacle filled racecourses and 15 blistering battle zones. You wanna represent in this arena? Here's a tip: keep one eye on the finish line and the other on your back and you just might smoke'em all.
www.raymanarena.com

SOCOM: U.S. Navy SEALs

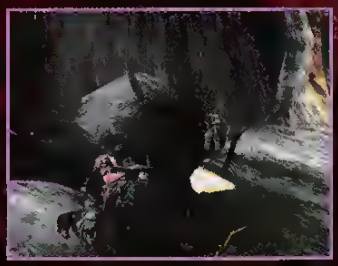
BY ATOMIC DAWG

- Developed by Zipper Interactive
- Published by Sony
- Target release date: August

PlayStation 2

UPDATE

THE REAL SEALS



When the PlayStation 2 launches its online invasion in August, the U.S. Navy SEALs will be among the first to land. SOCOM: U.S. Navy SEALs is a combat and tactics game that will be playable either online or as a single-player contest. In a one-player game, you'll play as an elite SEAL commander whose team must fight terrorists in 16 operations spread through four international hot spots: the Congo, Thailand, Turkmenistan, and Alaska.

SOCOM, which stands for "Special Operations Command," will be the first game to sport the...uh, seal of approval from the U.S. Navy SEALs (SEa Air Land) force. You'll be able to play from either first-person or third-person views, using 30 authentic SEAL weapons. In the single-player game, the A.I. will control members of your four-man squad operate according to actual SEAL tactics. Even the soldiers posing for the box art are real SEALs.



SOCOM will put you in command of an elite SEAL team to conduct 16 special operations missions.





BY YOUR COMMAND

SOCOM's $59.99 price tag will include a bundled headset, which you can use to communicate with up to 16 of your pals during multiplayer online contests. However, SOCOM will also support state-of-the-art voice recognition technology (see "The Cutting Edge," this issue), so you'll be able to use the headset in stand-alone games to issue commands to your A.I. team to set up ambushes, capture prisoners, or shoot anything that moves. You'll also be able to communicate with your tactical command and intercept enemy radio transmissions.

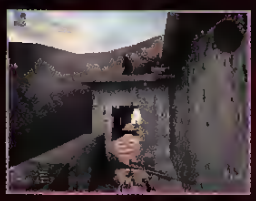








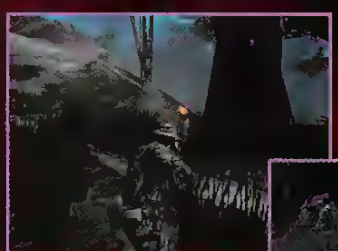
ENEMY ACTIVITY

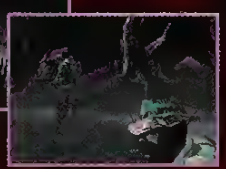


The enemy A.I. won't be a push-over, either. Foreign troops will sound the alarm if they spy you from afar or run toward you when they hear gunfire. They'll even communicate in their native languages. Of course, as long as you can keep your bilingual team member alive, you'll see a translation as subtitles on your screen.

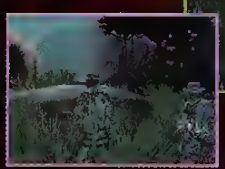
Whether as an online fragfest or a single-player challenge, SOCOM: U.S. Navy SEALs promises intriguing gameplay possibilities. If this game is tough enough for the SEALs, it may be tough enough for you.











TimeSplitters 2



BY D-PAD DESTROYER

- Developed by Free Radical Design
- Published by Eidos
- Target release date: September

GameCube Xbox

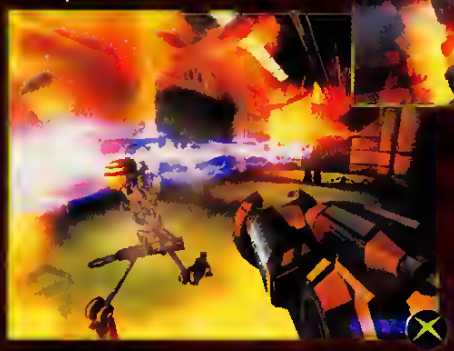
FIRST LOOK

SPLITTING TIME THREE WAYS

Your PlayStation 2–owning friends now have one less reason to point and laugh at you because Eidos is bringing the sequel to its PlayStation 2 first-person shooter to the Xbox and GameCube. Xbox owners can look forward to a fast-faced, post-Halo fragfest, while GameCube fans will witness Free Radical Design's first game for a Nintendo system since GoldenEye. Either way, you'll be looking at a fine shooter that's completely unlike anything else on either platform.

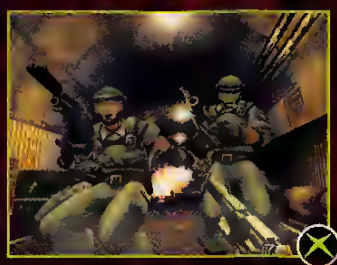








If you've ever wanted to blow up gangsters on your GameCube or Xbox, now's your chance.

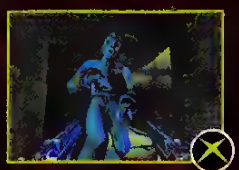


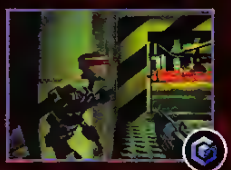










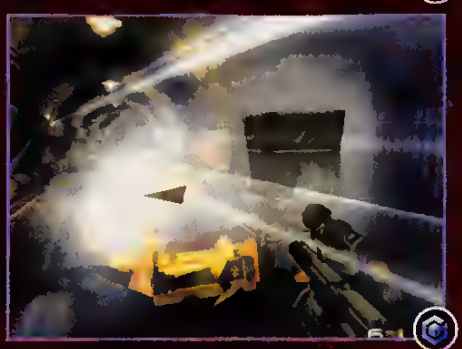




QUANTUM SPLIT

The original TimeSplitters cast you as different adventurers throughout time charged with recovering artifacts in order to stop the temporal invasion of the evil TimeSplitters who wanted to conquer Earth by changing the past. This time, you'll play as a single operative from a dark future who must leap from time period to time period, possessing the bodies of prominent adventurers in each era. In one level, for example, you'll become a Russian adventuress who must investigate occult goings-on at a Soviet dam, while in another you'll take the role of an *Untouchables*-style cop who has to bust the mob. Each of the 10 episodes will have its own unique genre and style (from sci-fi future to survival/horror to the Wild West) as well as its own objectives. Obviously, the TimeSplitters will be involved, and it will be up to you to figure out how they fit in.







ALMOST TIME

Just as TimeSplitters 2's story will be unique, so will its style and gameplay. Free Radical has set out to make a game that will be fun and that won't take itself too seriously with funky character models and somewhat over-the-top levels. Tired of pulling triggers? Grab that fire extinguisher from the wall and spray enemies down with foam. All that combined with the sweet multiplayer modes you'd expect from a TimeSplitters game should make for a good time this September.



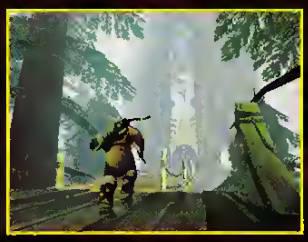
BY FOUR-EYED DRAGON

- Developed and published by Sony
- Target release date: August

PlayStation 2

FIRST LOOK

The Mark of Kri



In The Mark of Kri, you'll play as Rau, a warrior who embarks on an epic adventure to piece together a powerful spell that has been broken into six parts. In what is a Sony first-party–game rarity, Kri will have a Mature rating, which means the game will be full of blood, decapitations, and a menagerie of death animations. Indeed, Kri's gameplay will emphasize a deep combat system that enables you to perform a variety of finishing moves using either weapons or just your bare hands. In fact, the combat system has already proven to be so unique and effective that Sony has patented the system so no one else can use it.

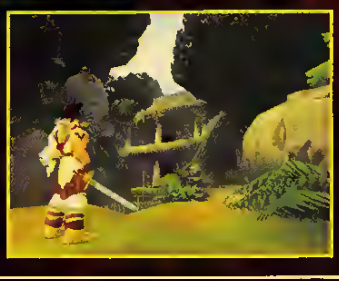






Fortunately, Sony says Kri will feature an actual story line and a few puzzles along the way, so the gameplay won't be repetitious with just fighting. The Mark of Kri will also be fully painted and animated like a Disney movie, and judging by these early screens, the game is on its way to becoming just that—a Disney film, but for a mature audience only.











BY MAJOR MIKE

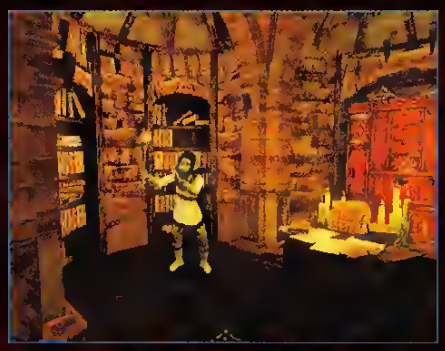
- Developed by Silicon Knights
- Published by Nintendo
- Target release date: June

GameCube

UPDATE

Eternal Darkness: Sanity's Requiem

In Eternal Darkness: Sanity's Requiem, you'll assume the role of Alexandria, a woman who tries to unravel the mystery behind her grandfather's sudden—and gruesome—death by assuming the identities of 12 characters in as many famous time periods. In addition to the various weapons that you can use to hack—or blow—your enemies to pieces, the game will feature a magic system that enables you to cast a variety of offensive and defensive spells. Then there's the Sanity System that—depending on how you play the game—will play nasty tricks on you.

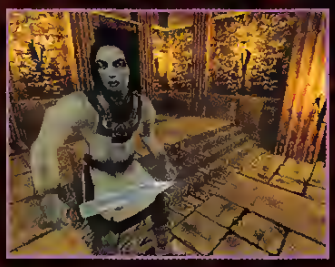


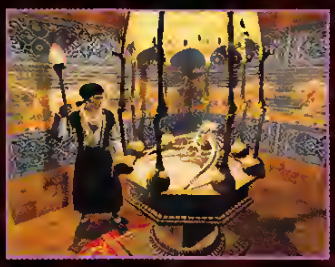


The preview version hardly lacked atmosphere and featured engrossing gameplay. The sound effects were particularly atmospheric, but some clumsy character designs were distracting. As for the gameplay, there were equal shares of puzzle-solving and monster-killing along with several mundane tasks, such as backtracking through several rooms in order to unlock doors that lead to new areas. However, this preview was based on the first few levels of the game, so who knows what surprises await. You can look for our ProReview in an upcoming issue.











Battle Engine Aquila



BY PONG SIFU

- Developed by Lost Toys
- Published by Infogrames
- Target release date: Fall 2002

PlayStation 2 Xbox

FIRST LOOK



PRECIPITATED BY CENTURIES of atmospheric pollution, devastating climatic changes have caused the Earth's water levels to rise and submerge most of the planet's landmass. As surviving nations vie over dry land for their swelling populations, war breaks out with you caught in the fracas. Piloting the titular war machine, Battle Engine Aquila, you'll either work solo or with allied forces to bring an end to the world-ravaging conflict in this strategy-oriented futuristic first-person shooter. Battle Engine Aquila will be released for both the PlayStation 2 and Xbox.

Note: All screens shown here are from the Xbox version.









The Lost



BY PONG SIFU

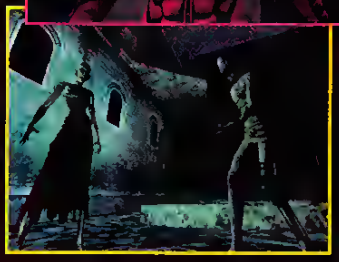
- Developed by Irrational Games
- Published by Crave Entertainment
- Target release date: Fall 2002

PlayStation 2

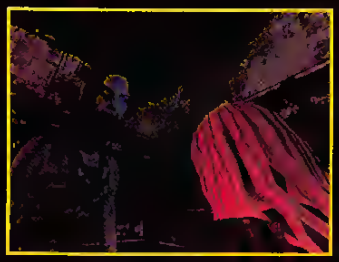
FIRST LOOK



YOU'VE READ ABOUT it in the works of Milton and Dante—and heard about it in countless Slayer songs; now Irrational Games invites you to visit a little place called Hell in its upcoming survival/horror opus, The Lost. You'll explore the nightmarish domain of Satan while playing as four interchangeable characters, all of which have distinct personalities and abilities that can be upgraded with experience gained from battle. The developer, Irrational Games, was also behind the PC spine-tingler Shock System 2, which bodes well for The Lost's fear-factor potential.









JoJo's Bizarre Adventure



BY PONG SIFU

- Developed and published by Capcom
- Target release date: Fall 2002

PlayStation 2

FIRST LOOK



ORIGINALLY RELEASED FOR the PlayStation and Dreamcast in a 2D incarnation, JoJo's Bizarre Adventure was adored by fighting fans for its fast-paced action, tight controls, and unique story line. This fall, Capcom will remake the cult classic fighter for the PlayStation 2 with 3D cel-shaded animation to reflect the aesthetics of Hirohiko Araki's original manga comic series. Plus, all-new skull-smashing moves, punishing attack methods, and full-on analog control will be implemented. The game's signature psychically powered Stand attacks will return as well.











BY FOUR-EYED DRAGON

- Developed by Day 1 Studios
- Published by Microsoft
- Target release date: November

XBOX

FIRST LOOK

MechAssault







WHAT BETTER WAY to kick off the Xbox's online component this November than with a mondo mech melee? Developer Day 1 Studios' ultimate battle of the giant robots will enable you to control 12 BattleMechs—or walking tanks—armed with the latest 31st Century weaponry, including lasers, particle cannons, and magnetic rifles. Of course, you'll be able to modify your steel soldier's items with equipment upgrades, armor, and jump jets, then fight in the field for ultimate online supremacy. And if you play with teammates, you'll be able to relay strategies and taunts with voice communication.

Day 1 promises that your battles will take place in totally interactive environments—for example, you'll be able to meticulously blow away high rises bit by bit. You'll also be able to damage the side of a building to expose hidden troops or blow up the entire edifice to take out a whole platoon inside, thus saving ammo. Controls will be similar to those of Halo—turn with one stick and strafe with the other—and the view will always be a third-person perspective.









BY FOUR-EYED DRAGON

- Developed by Inevitable Entertainment
- Published by Sierra
- Target release date: Fall 2002

PLAYSTATION 2

FIRST LOOK

Tribes Aerial Assault

TRIBES WAS ONE of the most pivotal multiplayer PC games, helping to set the standard for online gaming, and this sequel will be one of the first games to work with the PlayStation 2's add-on network adapter. The concept of Tribes Aerial Assault is simple: team-versus-team battle. Before you hit the front line, you'll either join an existing tribe, start one of your own, or sign up with a new race: the BioDerm Horde. Then you'll have to choose a type of soldier, such as a sniper or defender, and pack up an arsenal of firepower that includes nine weapons, and a variety of grenades and mines.

Up to 16 players will be able to fight at once in modes like Capture the Flag, Deathmatch, and Team Deathmatch. In addition, you can expect massive environments filled with deep canyons and tall mountain ranges similar to those in Tribes for the PC. The game will also feature single-player modes and training missions if you play offline.











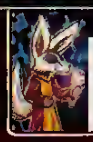






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BY FENNEC FOX

- Developed by Insomniac Games
- Published by Sony
- Target release date: Winter 2002

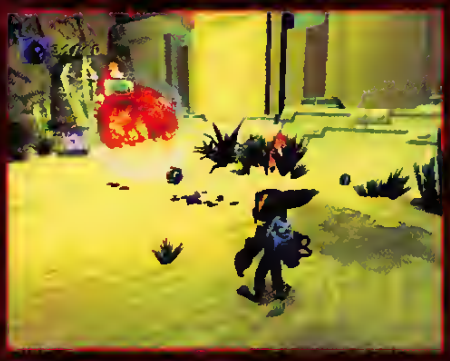
PlayStation 2

FIRST LOOK

Ratchet & Clank



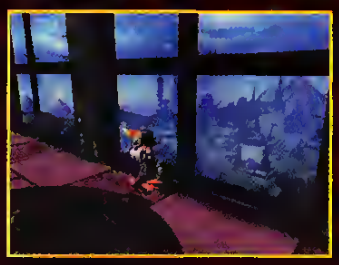
THE TEAM BEHIND Spyro the Dragon has unveiled its first PS2 project, an action/adventure with two very odd heroes. Ratchet is an alien mechanic with a yen to see the galaxy, but he's having some trouble getting his do-it-yourself rocket to take off. Enter Clank, a robot who crash-lands on Ratchet's planet while trying to escape from his evil creators. Both need each other's help to get where they want to go, so the two form an uneasy friendship and set off for high adventures in outer space.

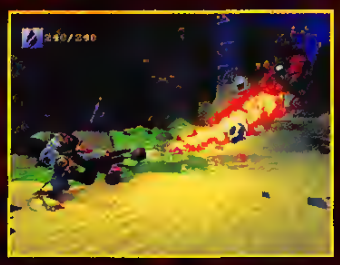




Ratchet & Clank won't be just another platform collect-a-thon. Our heroes will use 35 weapons and tools to advance through the game, including grappling hooks, blasters and flamethrowers. These items will be available only in shops along the way, so you'll need to spend time defeating enemies and collecting money to acquire them all.

The game engine will borrow from RPGs and action/adventure games, allowing you to pursue whatever game path you feel like. Both Ratchet and Clank will be playable characters, and there will be a huge variety of locales for them to explore in each alien world. Insomniac Games is trying something very new with the genre; we'll see how its experiment turns out this holiday season.











BY DAN ELEKTRO

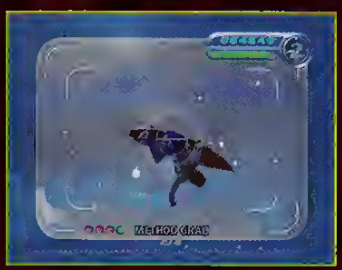
- Developed by Treyarch
- Published by Activision
- Target release date: Summer 2002

PlayStation 2

HANDS-ON

Kelly Slater's Pro Surfer

TRANSWORLD SURF OPENED up an interest in surfing video games, but proved too tricky for most gamers to master. Kelly Slater's Pro Surfer is shaping up to be a much more accessible ride across the waves.



Gamers can expect controls and a feel similar to that of Tony Hawk and Mat Hoffman games—it's very pick-up-and-play oriented. But unlike other titles in Activision's O_2 series, this one will have an actual story. You're on a quest for the perfect wave, and that journey will take you around the world to 14 exotic beaches, where you'll accomplish different goals like score milestones, photo opportunities, and more. As you surf, you'll build up a familiar special meter, which enables you to perform even bigger tricks.

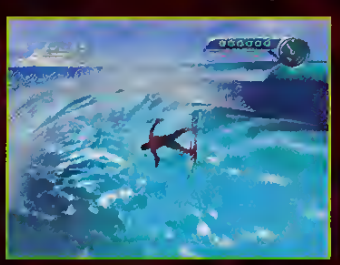




Much attention is being paid to the wave physics—each one is made out of 14 randomized sections—as well as the video segments (you can expect nearly two hours of footage) and the soundtrack, which will be appropriately ethnic and mellow to complement the sport. The early build played and looked great; there's no reason to think Kelly Slater's Pro Surfer will sink before its late summer release.









The Thing





BY VIXEN

- Developed by Computer Artworks
- Published by Universal Interactive
- Target release date: Third Quarter 2002

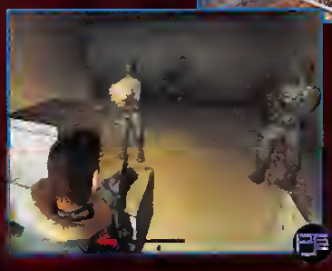
PlayStation 2 Xbox

FIRST LOOK

THE STRANGE ALIEN race that assumes the appearance of the people it kills will return in The Thing, a squad-based survival/horror adventure. You'll play as a member of a rescue team and take down the horrific creatures with a host of customizable weapons. The game will feature a multitude of ways to accomplish the objectives, but if you want the non-player characters to cooperate with you, you'll have to influence them to your advantage. The twist? You might not know if you're influencing a human or an alien until it's too late.







Rayman 3: Hoodlum Havoc

BY MAJOR MIKE

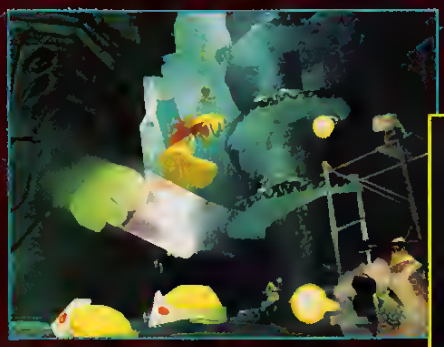
- Developed and published by Ubi Soft
- Target release date: Fall 2002

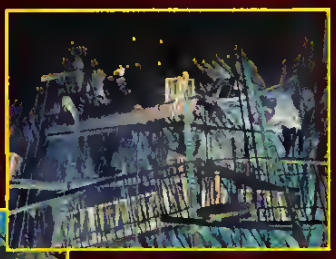
PlayStation 2 GameCube Xbox

FIRST LOOK

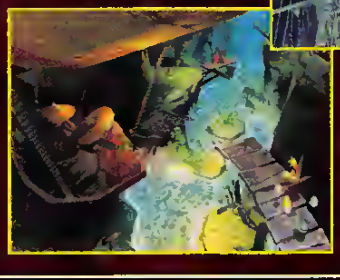
EVERYONE'S FAVORITE LIMBLESS platform hopper is returning to next-gen console systems for another epic 3D action/adventure. This time, Rayman will take on several new enemies, including Hoodlums, Dark Lums, and Knaaren, each imbued with a unique A.I. The game will also feature several new areas to explore—such as the Dardlands, Swamp, and Moor—and Rayman will have a host of new powers and abilities. The graphics engine will be changed from previous games and will include new dramatic lighting and shadow effects. You can look for Rayman's third adventure to hit store shelves this fall.

Note: All screens shown here are from the PlayStation 2 version.











Black & Bruised

BY FENNEC FOX

- Developed by Digital Fusion
- Published by Majesco
- Target release date: Fall 2002

GameCube

FIRST LOOK

ALTHOUGH IT DOESN'T exactly have the most provocative of names, Majesco's Black & Bruised, due out this fall, is a cartoon boxing game with a fair bit of arcade strategy lying underneath its trendy cel-shaded graphics engine. The game will feature 18 fighters, all harangued into the seamy world of boxing for one reason or another. It will be your job to guide one of them to the World Title, using a variety of super punches to pummel the living daylights out of the opponents.













BY MAJOR MIKE

- Developed and published by Nintendo
- Target release date: August

GAMECUBE

FIRST LOOK

Super Mario Sunshine



THE GAMECUBE HAS the dubious distinction of being one of Nintendo's few console systems that launched without an accompanying Mario game. Super Mario Sunshine is the latest adventure to feature the big N's mustachioed mascot, and—based on these early screens—the play engine looks remarkably similar to that of Super Mario World for the Nintendo 64. In Sunshine, Mario has been framed as a graffiti artist, and in order to clear his name, he must erase random colorful doodlings with the help of his trusty water-pumping backpack. Other details regarding the game are sketchy at this point, but we'll shed more light on Sunshine in upcoming issues of GamePro.











BY STAR DINGO

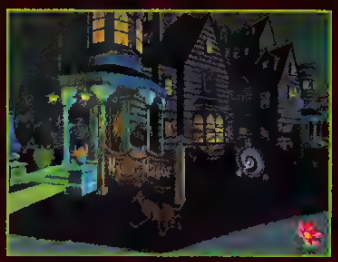
- Developed by Heavy Iron Studios
- Published by THQ
- Target release date: June

PLAYSTATION 2

HANDS-ON

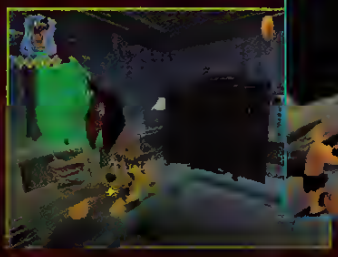
Scooby-Doo! Night of 100 Frights

SORRY, FREOOY PRINZE, JR. fans—this game will *not* be based on the movie. It will, however, be 100 percent Scrappy-free, and that alone may make Scooby Doo for the PlayStation 2 (and eventually the GameCube) a nostalgia trip worth taking, liable to bring back fond memories of post-school weekday afternoons and hours upon hours of questionable dorm room activity. Though the linear level designs in the preview build didn't offer the same amount of freedom you'd normally expect in a 3D platform game, the game had the look and feel of the classic show totally nailed—clean, crisp graphics, voices from the show (including old guest stars like Don Knotts), dead-on animation for Scooby, and even an in-game laugh track. Well, jinkies!











control.

I push the button, the secret agent shoots. I hold left on the analog stick, he runs left. Pretty simple stuff. So when I go to buy that second gamepad, I'll just grab one—They're all the same. It's not like these things are complicated devices like a GameShark.

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BY MAJOR MIKE

- Developed and published by Namco
- Target release date: Summer 2002

PlayStation 2 Xbox

FIRST LOOK

Dead to Rights

AKIN TO MAX PAYNE, Dead to Rights' main character is a former cop who is framed by his enemies and thus forced to become a one-man army. Meet Jack Slate, the star of Namco's action/adventure title that's based on Hong Kong action movies—so you can expect lots of "I-will-now-simultaneously-fire-both-pistols-as-I-fly-through-the-air-in-slow-motion" sequences. In addition to lively gunplay, Dead to Rights will feature an in-depth fighting engine where Jack can take out enemies with several deadly hand-to-hand fighting techniques. From the look of the game so far, those who thought Max Payne was the final word in gritty action titles simply don't know Jack.







Note: All screens shown here are from the Xbox version.





BY FENNEC FOX

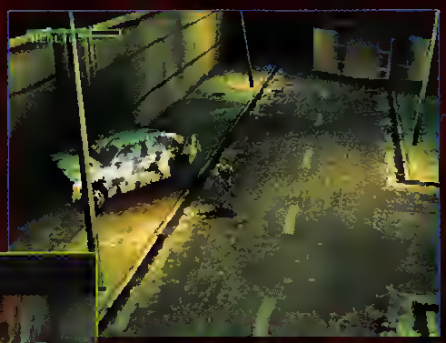
- Developed and published by Sony
- Target release date: July

PlayStation

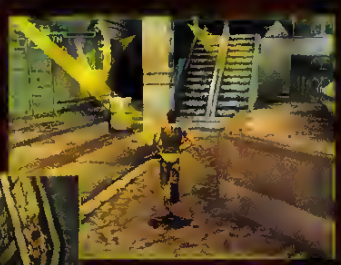
HANDS-ON

c-12: Final Resistance

DEVELOPED BY THE team behind the MediEvil series, c-12: Final Resistance will be a third-person action game vaguely along the lines of Syphon Filter. Playing as special forces officer Vaughan, you'll have to slash your way through an army of cyborgs and tanks to stop an alien invasion in its tracks. The game has been out for a year in Europe, and although the graphics could stand a touchup or two, the U.S. preview version was fast-paced and intense. If you're craving some non-budget PlayStation excitement, try out c-12 this summer.











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I call it fun.

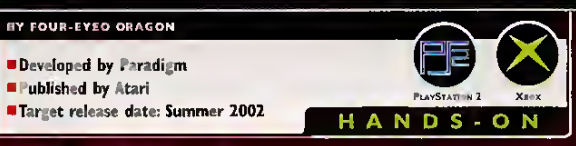
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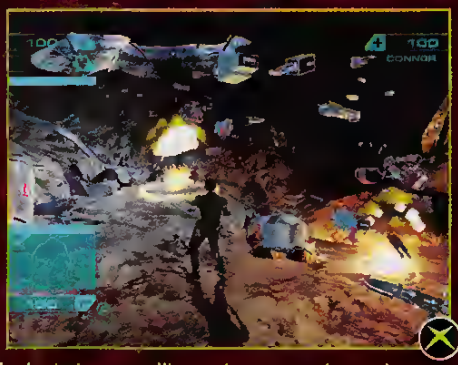
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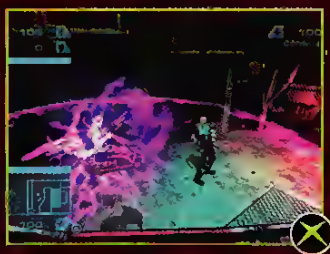
Terminator: Dawn of Fate













BEFORE HE CAN go back to the past—as was seen in *The Terminator*—John Connor must get to the time machine unscathed. Welcome to Dawn of Fate, the prequel to *The Terminator*, where you'll play as three characters who must help their fearless leader get to his objective in one piece. In 11 relentless, action-packed missions, you'll gun down countless robots using over 10 futuristic assault weapons. If the terrible camera angles that plagued both the PlayStation 2 and Xbox preview versions are fixed before the games are released, then Terminator: Dawn of Fate might be a blockbuster like its big-screen counterparts.

House of the Dead 3







THE PESKY PESTILENCE of the undead has once again run amok, and it will be up to you and your trusty shotgun to beat it down. The next game in this popular shooter series will be exclusive to the Xbox (for now, at least!) and will contain a new shotgun feature that enables you to plow through a group of terrifying zombies all at once. House of the Dead 3 will also feature branching paths and different endings, but there's no word yet on a light-gun peripheral. By the look of these early screens, you might be glad that the dead will rise in your house this fall.







Bruce Lee: Quest of the Dragon





LEGENDARY MARTIAL ARTS sensation Bruce Lee has been resurrected for a straightforward brawler on the Xbox. In fact, a preview version of Quest of the Dragon felt like Final Fight spruced up with a definite Bruce Lee flair of quick punches and swift kicks. Indeed, Ronin, the developer, promises that the virtual Bruce will have 150 authentic moves that mirror the real fighter's brawling style. Quest of the Dragon will have you traveling through 12 levels, which take place in San Francisco, Hong Kong, and London, to find sacred relics and rescue your father from mysterious hoodlums.











BY PONG SIFU

- Developed by K2
- Published by Activision
- Target release date: Winter 2002

PlayStation 2

FIRST LOOK

Tenchu III: Wrath of Heaven



TENCHU III: WRATH OF HEAVEN is the first true sequel to the original game (Tenchu II was actually a prequel), and it will arrive Stateside for the PS2 later this year. As you track a corrupt feudal warlord, you'll once again have to master a thousand ways of death while using cunning and stealth to dispatch your enemies without being detected. K2 has taken over the development chores from Acquire (makers of the first two Tenchu games) and promises the most authentic ninja experience this side of a Sho Kosugi flick with gorgeously detailed environments and incredibly smooth motion-captured moves.









BY PONG SIFU

- Developed by Warthog/Gene Pool
- Published by Activision
- Target release date: Winter 2002

PlayStation 2 Xbox

FIRST LOOK

X-Men: Wolverine's Revenge



IN WOLVERINE'S REVENGE, you'll assume the role of the popular mutant antihero as he struggles to solve the mystery of the dreaded X-Virus. You'll also attempt to discover more about the organization that performed the grisly experiments that turned him into the skulking abattoir we all know and love. Besides shredding baddies with Wolverine's signature razor-sharp claws, you'll also enlist the aid of Professor X, who will use his mental mutant abilities to assist you on your quest. These screenshots already look pretty killer—let's hope that the gameplay will measure up.









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The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at **www.esrb.org** or call **800/771-3772** for more information.

Titles rated Everyone (E) have content suitable for persons ages six and older. These titles will appeal to people of many ages and testes. They may contain minimal violence, comic mischief, or crude language.

Games rated Teen (T) are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

Games rated Mature (M) are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

The Rating Pending (RP) icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's Web site, or call its toll-free phone number for updated rating information.

WHERE TO FIND THE ESRB RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*.**



Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.

Eternal Darkness: Sanity's Requiem

By Nintendo

MATURE



Eternal Darkness: Sanity's Requiem earns a solid Mature rating for blood, gore, and frightening images. In the game, you destroy monsters and other enemies with a variety of weapons, including shotguns, swords, and daggers. Furthermore, the game is filled with nightmarish sound effects and the narrative features disturbing plot twists that may frighten younger gamers.

Resident Evil

By Capcom

MATURE



Just because it's on the system that's best known for Mario and other cute family characters, Resident Evil isn't for younger players. This game has a substantial quantity of blood and gore. Most of the plasma that's spilled, though, is that of your adversaries, who consist of monsters and other unreal creatures. Nevertheless, this game—similar to others in the series—would be very scary for the younger or more impressionable gamers.

Savage Skies

By BAM! Entertainment

MATURE



Blood and gore nab Savage Skies a Mature rating. The dragons (and other bizarre creatures like flying eyeballs) drip lots of blood that stains the landscape; and when they die, they explode into a mess of red chunks. There's nothing else particularly offensive, unless you've got something against heavy metal rock, Black Sabbath, and their associates.

Wolfenstein 3D

By BAM! Entertainment

MATURE



The M rating is for violence, and there's quite a bit of it since the game entirely revolves around you shooting hordes of Nazis, dogs, Nazi dogs, and evil scientists; they spurt blood and leave pools of it on the ground. Granted, it's very pixelated, but you can still tell what you're looking at.

Barbarian

By Titus

TEEN



Although Barbarian takes place in the Dark Ages, there isn't any blood, decapitations, or other physical tortures that are usually associated with that time period. Still, the game is a no-holds-barred battle full of flying fists, hard-knock kicks, and body-damaging magic spells with plenty of beat-em-up animations.

Medal of Honor Frontline

By EA Games

TEEN



Set across the landscape of WWII, Medal of Honor Frontline is an action-packed combat game that puts the player in situations ranging from storming the beaches at Normandy to infiltrating Nazi encampments. There's no blood, but enemies contort in pain as they die, and combat is the central premise of the game, so Frontline certainly warrants its Teen rating.

Note: Some box art may not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Resident Evil	M	Burnout	E
Savage Skies	M	Crash Bandicoot: The Wrath of Cortex	E
Wolfenstein 3D	M	Digimon World 3	E
Arc the Lad Collection	T	The Italian Job	E
Barbarian	T	Mega Man Battle Network 2	E
Driven	T	Rayman Arena	E
Dropship: United Peace Force	T	Robopon 2: Cross and Ring Versions	E
Dungeon Siege	T	The Scorpion King: Sword of Osiris	E
Gauntlet: Dark Legacy	T	Star X	E
Medal of Honor Frontline	T	Virtua Striker 2002	E
Pirates: The Legend of Black Kat	T	Wipeout Fusion	E
Spy Hunter	T	World Series Baseball	E
2002 FIFA World Cup	E	Yu-Gi-Oh!: Forbidden Memories	E
Blender Bros.	E		

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MEDAL OF HONOR FRONTLINE



FIND OUT MORE ONLINE



PROTIP: Use corners as traps—bait enemies into following you around one, then unload on them as soon as they appear.



PROTIP: To provide cover for your squad after the D-Day landing, fire at the muzzle flashes in the German bunkers.



PROTIP: Retreat is always an option—and often a wise one. If you're outnumbered, don't hang around out in the open.

SOME GAMES ARE such masterpieces that they become standards that other developers aspire to match. Like Halo before it, Medal of Honor Frontline rises above the more ordinary masses, delivering exceptional first-person combat in a dazzlingly rich World War II setting.

Accept Nothing Less Than Full Victory

Frontline revolves around the heroics of Lt. Jimmy Patterson (Medal of Honor's original star), following his D-Day landing at Normandy and then his mission across Europe to take out a strategically vital prototype Nazi plane, the HO-IX. In a departure from the info reported in GamePro's May cover feature, EA LA decided to make Patterson the star of the D-Day level in order to streamline the plot and eliminate the confusion of switching main characters. Since the combat always takes place from a first-person perspective, it doesn't make a whit of difference, though purists might be bothered by the inconsistency in the series' story line.

Frontline's 19 levels span six missions as Patterson undertakes an impressive variety of objectives, all mapped out with painstakingly accurate historical detail. While the overall goal is the HO-IX, Patterson frequently stops to help out as Operation Market Garden (the Allies' infamous paratrooper assault) takes place all around him. He storms Arnhem alongside British airborne troops, infiltrates a German armored train, rescues a prisoner from a Nazi-held manor, demolishes a U-boat, and much more. You truly get the sense that you're a cog in a much bigger machine, and it's both refreshing and enjoyable that, for once, you're not the caricatured hero with the only chance of saving the day.

Embark on a Great Crusade

The lion's share of the gameplay involves combat, but a few rail-shooting and stealth missions provide the occasional change of pace. The action never fails to thrill—the devastating D-Day landing will leave you taut with tension, and the stellar controls perform so smoothly that you rarely even notice them.

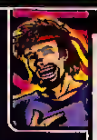
The sheer amount of activity in many of the missions is often astonishing. As you battle through a French village, bombers flash past overhead, dropping shells that send dust and debris flying. When you later stumble across battles between Allied and Nazi forces, they fight so realistically that it seems like you're taking part in a scene from *Saving Private Ryan*. Even the smaller moments can impress, like



PROTIP: Man a mounted machine gun whenever you find one—there's always a slew of enemies on the way.



PROTIP: Whenever you're stumped by a mission objective, try the Call HQ feature—they'll radio in some helpful advice.



BY AIR HENDRIX

- Developed by EA LA
- Published by EA Games
- $49.99
- Available June
- Action
- 1 player

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0



PROTIP: Never remain standing on the beach at Normandy. Crouch and take cover behind the spikes or in a crater, and look for medical help at the water's edge.



PROTIP: Near the start of "A Chance Meeting," pull the lever next to the rail-car, which moves it down the track and gives its mounted machine gun a perfect field of fire.

when you enter a pub in disguise and ignite a brawl between Nazi officers that serves as a distraction for your clandestine Resistance rendezvous.

The A.I. isn't brilliant, but it's reasonably bright. The battles go down differently each time you replay a level, and A.I. soldiers are skilled at retreating, taking cover, and forcing you to engage them intelligently. Sometimes, though, they're too unaware of your apparently ninja-like presence.



PROTIP: As you proceed along the docks in "Eye of the Storm," stick with the sniper rifle to clear the way ahead before you approach.



The scene where Patterson receives orders from his captain is a fine example of the impressive amount of activity that goes on in Frontline's levels.

While Frontline achieves all of its intended goals, there's still ample room for improvement. There's no multiplayer game whatsoever, which is a significant shortcoming. It's also a very linear game. While the environments feel open and excel at creating the appearance of a vast landscape, you're confined to a preset path that's always the only way through the mission.



PROTIP: Frontline's kitchens always have cooks that hurl deadly knives.



PROTIP: When using a machine gun like the STG-44 or MP40, single rounds or short bursts are most effective.

The Destruction of the German War Machine

A compelling sense of place has always been the trademark of the Medal of Honor series, but Frontline's wonderfully crafted world sets a new standard. The lush graphics showcase sweeping, expansive scenery packed with detail, and the soldiers' energetic, lifelike animations will command your attention.

As fans of the series now expect, the audio is absolutely superb—you'll never stop hearing something new. The theme music is gorgeous and affecting, and striking sound effects firmly plant you in the game's milieu. Rousingly performed voice-acting in German, English, and French makes the characters seem convincingly real.

Your Finest Hour

If you've somehow managed to avoid being converted into a fan of this groundbreaking series, Frontline will provide all the proof you need. Games like this are the reason you bought a PS2 in the first place.



PROTIP: You're usually outnumbered as you enter new rooms in the manor in "Operation Repunzel." The best strategy is to toss in a grenade to clear things out and charge in right after it blows.



PROTIP: After you collect the rooftop cache in "Eye of the Storm," return to the ladder to watch the U-boat blow up, then proceed along the ground past the newly opened passage between crates.

GRAPHICS 5.0

Frontline's visuals raise the bar for the PS2. The vivid scenery works beautifully with fluid animations and an astounding amount of background activity, like bombs falling or NPCs fighting.

SOUND 5.0

This series has a well-deserved reputation for excellence in audio, and Frontline opens to achingly beautiful theme music. Between the remarkable voice-acting and sound effects, the show never stops.

CONTROL 5.0

Frontline's polished controls are backed by a topnotch configuration option that lets you remap the controller to your liking. New touches, such as calling HQ, provide intriguing innovations.

FUN FACTOR 5.0

Frontline delivers riveting first-person combat set across a mesmerizing WWII landscape. A game this good is practically a recruitment poster for the PS2.



Knowledge is contagious. Infect truth

Wipeout Fusion



BY AIR HENDRIX

- Developed by SCEE Studio Liverpool
- Published by BAM! Entertainment
- $49.99
- Racing
- Available now
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

BACK IN THE early days of the PlayStation, the Wipeout series was a cutting-edge landmark, combining rave-inspired style with superb hovercraft racing and combat. In the intervening years, it's been copied and cloned countless times, but this long-awaited fourth installment reasserts the series' place at the top of the food chain.

"RAWH-ETS." "MISS-ISLE."

Playing Wipeout Fusion is like catching up with an old friend. Its feel and mechanics remain faithful to its roots, while the familiar, exciting gameplay and slickly renovated graphics and sounds supply the thrills. As a pilot in a league of hovercraft racers, you'll careen toward the finish line in the Gran Turismo–ized AG League mode or the polished two-player split-screen play. Wipeout Fusion provides 45 courses that take place on seven tracks, and while that might sound like a lame cover-up for a skimpy lineup, there's actually a lot of fresh territory and good, challenging depth to this game.

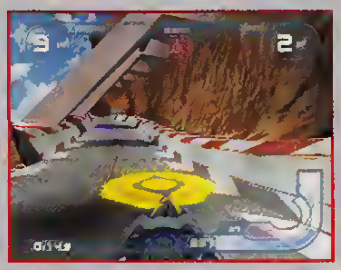
A ripping sense of speed ensures that the proceedings are amply stocked with adrenaline, and outstanding track design delivers a succession of outrageous corkscrews, jumps, and other eye-popping moments. Innovative weapons and other power-ups (26 total) continue to be an integral part of the action, injecting just the right measure of mayhem, and although the A.I. won't astound you with its brilliance, the pack races smartly and carries a big stick.

ANTIGRAVITY LEAGUE

The main knock against the early Wipeout games was that the controls were tough to tame for all but the most wizened pros. Fusion, however, has a very comfortable, natural feel that makes it suitable for rookies, but mastering the nuances of the airbrakes provides plenty of room to grow. Sharp graphics and sounds furnish the right finishing touches: The tracks are suffused with rich colors and lighting, and that trademark announcer gravely calls the action while techno beats thump in the background.

CHEQUERED FLAG

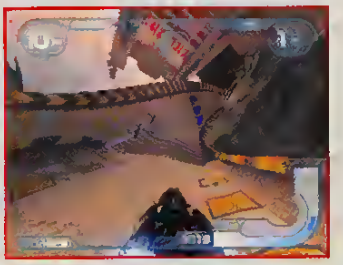
It's puzzling that Sony's U.S. division dragged its heels about releasing this game in the States—it's been out for a while in Europe, where it was made by Sony, but a U.S. release was in question until BAM! Entertainment thankfully seized the opportunity. Back-room politics aside, if you're even remotely interested in racing games, you should grab a copy of Wipeout Fusion—it's exactly the kind of high-octane fuel that feeds that need for speed.



PROTIP: Fly over this yellow trigger pad just after the start of Temtesh Bay (Course 1) to open a much faster section of the track.



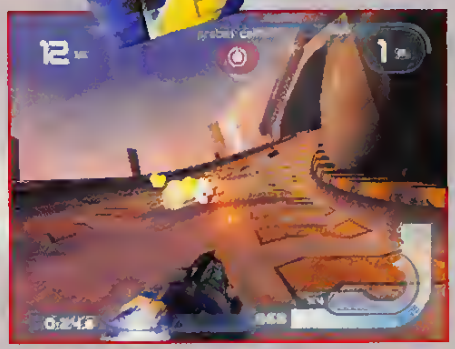
PROTIP: In the dirt section of Florion Height (Course 1), stick to the right and fly under the arch, where you'll find some obscured speed-up pads.



PROTIP: Stick to the right side of Mandreshee's corkscrew—it has the most speed-up pads.



PROTIP: Credits are never permanently spent. To win the league, you'll often need to downgrade a ship and re-use your earnings on a newly unlocked craft.



PROTIP: Corners are a good place to uncork weapons that fire in a straight line (grenades, rockets, proton cannons, etc.).



PROTIP: Hitting most of the blue speed-up pads is an important part of winning—plan your racing line around them.



PROTIP: Making a pit stop to recharge your shields doesn't slow you down much and often is an essential part of finishing the race. On some tracks, you'll have to pit every lap.

GRAPHICS 4.5

Vibrant explosions and weapons fire, rocket-like speed, and edgy sci-fi scenery create a fine environment for hovercraft racing

SOUND 4.0

Great sound effects—such as the klaxon when your shields are low—are matched with a respectable track announcer and good but standard techno.

CONTROL 4.5

Defying the series' rep, Wipeout Fusion's controls are instinctively playable right from the start, though there's plenty of depth and challenge for pros to conquer

FUN FACTOR 4.5

Although it doesn't break much new ground and the series' vibe has become more mainstream with age, Wipeout Fusion is simply an excellent, action-packed racing game.



BY FOUR-EYED DRAGON

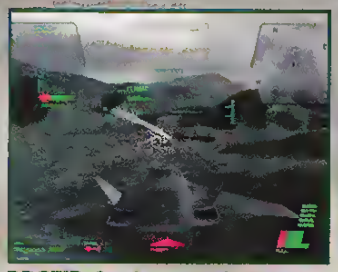
- Developed by SCEE Studios Camden
- Published by BAM! Entertainment
- $49.99
- Available now
- Action/combat
- 1 player

ESRB: TEEN

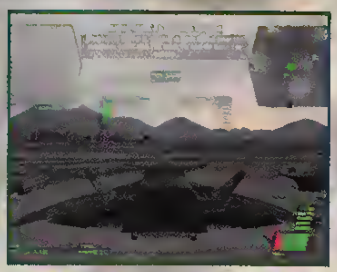
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.5	4.5

DROPSHIP
UNITED PEACE FORCE

DROPSHIP PUTS YOU in the pilot seat of a state-of-the-art cargo plane. It may not sound fun, but with a variety of tasks that must be completed within a military setting, this game is nothing *but* fun.



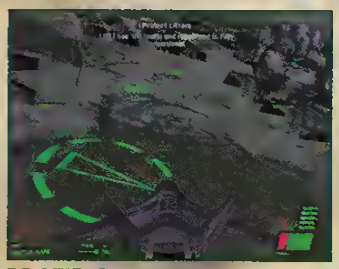
PROTIP: Stay low, move fast, and use the terrain as cover to avoid surface-to-air missiles.



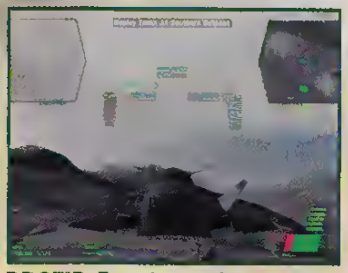
PROTIP: For a fast takeoff, accelerate hard to enable the afterburner as you increase your hovering.

Peace of Cake

Dropship's most striking feature is its gameplay variety. It's the year 2050, and the United Peace Force is the representative organization that takes care of any hostile groups that threaten world peace. In the game, you transport cargo, such as vehicles and troops for the UPF, in and out of the front line using an airplane that can both speed through the skies and hover over the terrain. On the way, however, you'll dogfight enemy aces, attack ground forces, and defend convoys. You'll also help the ground war by periodically driving a four-wheeled vehicle for reconnaissance and extractions, and, in other missions, you'll control a cannon while someone else drives for some thrilling rail shooting action.



PROTIP: Remember to look for the green landing zone to repair your plane. This helps during missions that have multiple objectives.



PROTIP: To make a sudden stop, quickly go into hover mode and point the nose of your aircraft toward the sky.



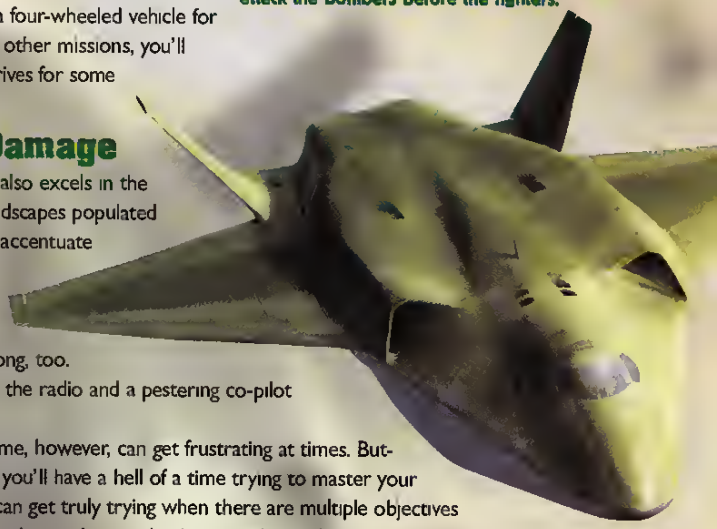
PROTIP: If you're defending ground convoys, attack the bombers before the fighters.



PROTIP: In the third mission of Campaign 3, stay on the cannon until you need to knock out the nukes with a Scorpion EMP missile.

Minimal Collateral Damage

Besides its fantastic diversity, Dropship also excels in the visual department. Vividly illustrated landscapes populated with towering buildings and rolling hills accentuate the realism of the UPF world. The action gets even more fervent as sharply animated vehicles explode with fiery details. The sounds are strong, too. Panicking allied voices over the radio and a pestering co-pilot add to the involving story.



Dropship's control scheme, however, can get frustrating at times. Buttons aren't configurable so you'll have a hell of a time trying to master your aircraft's many controls; it can get truly trying when there are multiple objectives to perform at once. Driving the trucks can also be a grueling task—slow button response with the accelerator and brake causes unwanted turns and poor handling.



Adrenaline-pumping aerial dogfights are just one of the many challenges you'll face in Dropship.

Mile-High Thrills

Despite the fair controls, Dropship still performs with flying colors. The transition from flying a plane to steering a four-wheeled armored truck to shooting a gun in first-person view is smooth, addicting, and, best of all, keeps the pace of the action consistent enough for you to be involved to the very end. Don't wait to be drafted—sign up now with Dropship.

GRAPHICS 4.5

Perform vomit-inducing barrel rolls and dizzying loop-de-loops while tons of aircraft are in sight without any slowdown. Colorfully designed landscapes filled with heavily armed bases and platoons of enemy forces also look great.

SOUND 4.0

Realistic radio chatter from friendlies and your co-pilot gives the game a more authentic military feel. The weapon sounds as you shoot at opponents positively pierce the ears, as do the booming explosions of enemies being destroyed.

CONTROL 3.5

There's a lot to remember. Hovering, flying, driving, shooting, and giving orders can be completely overwhelming—especially during heated battles. Also, the buttons can't be configured to your own liking, which can add to the frustration.

FUN FACTOR 4.5

Although the controls take time to master, Dropship remains involving thanks to its variety in gameplay styles. If you're seeking a fast-paced action shooter, Dropship is perfect for you.

THE BIGGER THEY ARE, THE HARDER THEY BRAWL.



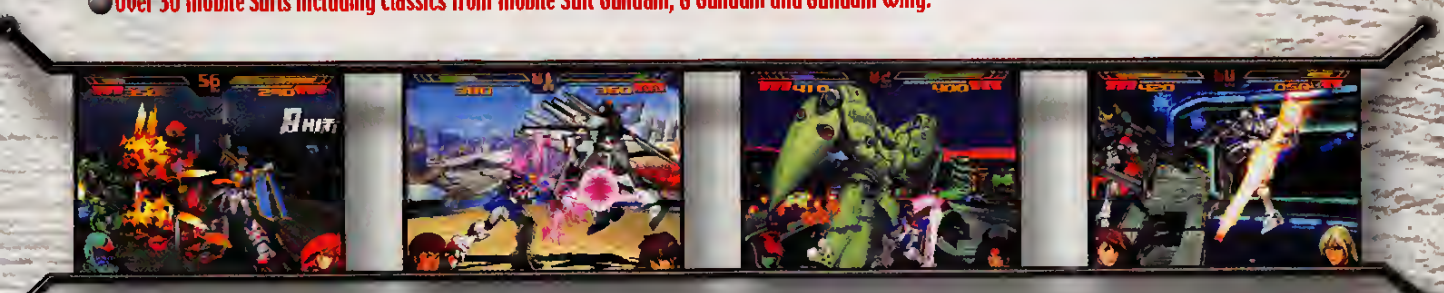
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TEEN T CONTENT RATED BY ESRB

Violence

PlayStation

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BANDAI

Rayman Arena



BY STAR DINGO

- Developed and published by Ubi Soft
- $49.99
- Available now
- Party/racing
- 4 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	3.5

FIND OUT MORE ONLINE www.gamepro.com

DESPITE HAVING ASPIRATIONS of being the PS2 answer to Mario Party, Rayman Arena is pretty much an average mascot racing game in a party-game disguise as you jump, hover, and run laps around 3D platform-style obstacle courses. Single-player racing actually holds up surprisingly well for a "party" game with a comfortable amount of challenge and a pretty hefty amount of goodie-and-level unlocking to do. Controlling Rayman and his gaggle of robot/pirate/frog friends is simple and tight (as in Rayman 2); the graphics pop with color and character (as in Rayman 2); and the game maintains a good frame rate even in four-player split-screen mode. The music is kinda groovy, too, despite the presence of one or two wholly obnoxious bouncy rock tracks.



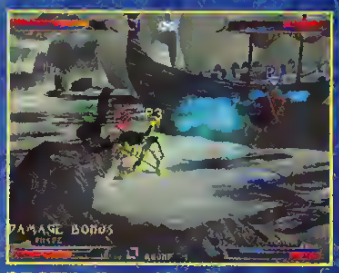
PROTIP: In Popolopol mode, take a different path every lap to get as many time-extending butterflies as possible.



PROTIP: Floating (tap ✕ after a jump) slows you down. If you have to stay off the ground, it's often better to jump repeatedly.

As a multiplayer game, though, the fun doesn't last as long as it should. Rayman Arena's races don't have the pick-up-and-play factor required of most party games, and you'll find that whoever did all the single-player unlocking knows all the secrets and tends to win all the time. The game would have much longer multiplayer legs if the three Battle modes didn't feel so much like afterthoughts with uncreative and repetitive objectives (get, shoot, or chase), uninspired arena layouts, and an epileptic camera that turns four-player split-screen battles into limbless French chaos. *Non, ce n'est pas* Mario Party...but it might be enough to tide cultish Rayman fans over 'til his third real adventure arrives.

Barbarian



PROTIP: If your life is low, use your magic projectiles to keep enemies at a safe distance.



BY FOUR-EYED DRAGON

- Developed by Saffire
- Published by Titus
- $49.99
- Available now
- Arena fighting
- 4 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.0	3.5

UNTIL NOW THERE hasn't been a true multiplayer arena-based fighting game since the addictive Power Stone. But with just mediocre features, Barbarian weighs in as just an average brawler.

Barbarian is a typical in-your-face fighter set in the Dark Age when husky bearded giants fought with scantily clad sorceresses. Each of the 10 playable pugs are equipped with their own light and heavy attacks, can cast magic spells, and have the ability to pick up objects and use them as weapons. With up to four people playing at once, the action can get heated, but slow button response and unblockable combos make gameplay frustrating. Even in the single-player Quest mode, which is steeped in overly dramatic story lines, the enemy A.I. disposes of you with cheap hits, taking the enjoyment out of the entire adventure.

Visually, Barbarian looks more like a high-quality PlayStation game—the bland, drab environments aren't sharply detailed and are far from eye appealing. Still, levels are big and have hidden areas for you to discover. The usual shrieks, yells, and grunts complete a solid soundtrack.

Barbarian is good as a one-night party game renter—playing more than that will just make you aggravated at the gameplay.



PROTIP: Fight these protruding twin giants separately. That way, you'll have a better chance of surviving their relentless combos.

Savage Skies



PROTIP: When collecting the Wizard's Tower, take out the flying enemies to avoid getting behind the stage while on the ground.



BY STAR DINGO

- Developed by iRock
- Published by BAM! Entertainment
- $49.99
- Available now
- Aerial combat
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.5	3.5

A THOUGHT EXPERIMENT for the people: Imagine Panzer Dragoon characters as rabid fans of *Heavy Metal* magazine hanging out at the Renaissance Faire. Subtract the giant turkey legs, and what you're probably imagining is Savage Skies, a bloody mission-based dragon-riding shooter with an aberrant fantasy-metal-guitar edge.

Savage Skies' strength lies in its varied structure. Mission types range from simple destroy-the-convoy affairs to much more elaborate (and difficult) prince-kidnapping schemes, and each of the 30 stages has a nice set of secondary objectives that unlock bonus goodies when completed. Each of the 20-plus flying mounts have totally different powers at their disposal, keeping the dragon dogfights constantly fresh; and while guiding your winged thingies is smooth, awkward weapon button layouts make flying while locking on targets kind of obnoxious.

The game's environments are a tad monotonous, though some pretty nifty supernatural fireworks make a lasting impression on the retina. Once upon a time, this game was called Ozzy's Black Skies—silly, yes, but in a good way—though the fantasy-metal bloodbath theme seems even sillier without Ozzy Osbourne's presence, and the generic 1980s metal replacement soundtrack isn't nearly as compelling as what could have been.

But a little diversity goes a long way. Even without the technical polish or a heavy-metal-god-turned-MTV-sitcom-dad for a spokesman, Savage Skies finds a way to creep up your spine and poke your fun nerve.



PROTIP: Save the power-ups surrounding the Chrysalis hive for when your "rival" appears toward the end—you'll need them to survive.

Frogger's Back!*



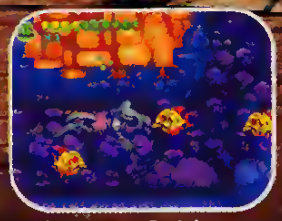
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GAME BOY ADVANCE

PlayStation 2

PC CD ROM

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Resident Evil

IN 1996, CAPCOM producer Shinji Mikami took the premise of *Night of the Living Dead*, threw in some monsters and a subplot about a corporation creating biological weapons, and modeled it around the play engine from Alone in the Dark. The result was one of the most compelling reasons to own a PlayStation: Resident Evil. Now, to kick off its support for the GameCube, Capcom has created what can only be called the definitive version of that classic "first" Resident Evil, and it too is one of the most compelling reasons to own Nintendo's newest gaming machine.

FIND OUT MORE ONLINE



PROTIP: After you kill a giant spidar, exit the room where it died. When you re-enter the room, the spider's carcass will be gone, and you won't have to deal with any baby spiders.

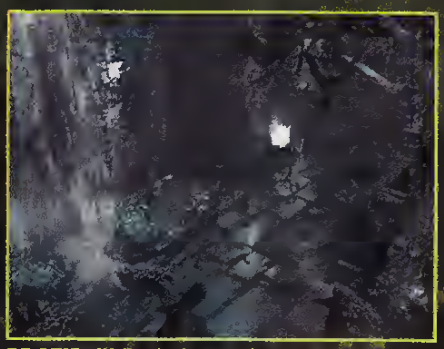


PROTIP: If you're carrying the shotgun and a zombie is approaching, aim up and fire just before he touches you—you should blow his head clean off.

The Haunting Redux

Resident Evil spawned a host of sequels, spin-offs, side stories, and remakes...but fans have always returned for more. After clamoring to buy the first game, many sprung for essentially the same game again with The Director's Cut, and then bought the same game a third time when it was released as a Dual Shock Version. Talk about *tried* and true.

But this time, the developers went back to the game's core ingredients (monsters, puzzles, and scares), remodeled the various play areas, and filled those areas with new stuff. Rooms have been added, some have been bulldozed, and there's a host of new things that go bump in the night. Historic moments of fright—the dogs that crashed through the windows of the long southeast hall, for instance—have been tweaked, changed, moved, or completely revised, and the puzzles have also been cleverly altered. It's like playing Resident Evil for the first time.



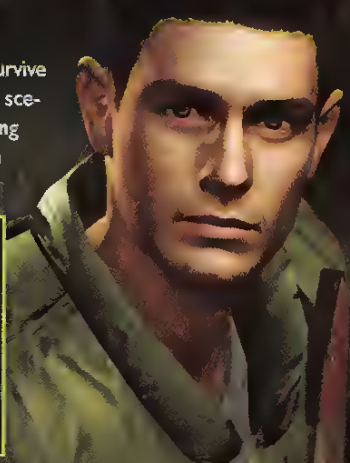
PROTIP: Walk—don't run—when there are crows nearby because any sudden movement could incite them to attack.



Resident Evil has two playable characters—Chris Redfield and Jill Valentine. Each character has a distinct scenario.

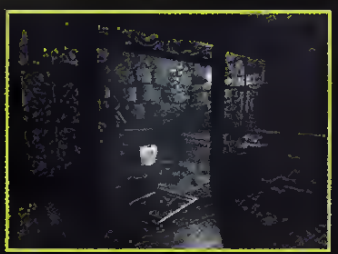
Sexy Beast

The narrative follows two members of an elite police force and their fight to survive a long night of terror. Playing as Jill Valentine or Chris Redfield in two distinct scenarios, you accumulate weapons, keys, and other items while gradually traveling deeper into a heart of darkness where the only things that pile up faster than shocking revelations are dead bodies.

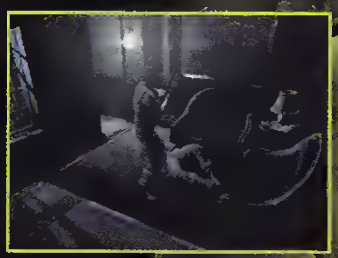




PROTIP: Make a mental note of herb tray locations because you can use them repeatedly.



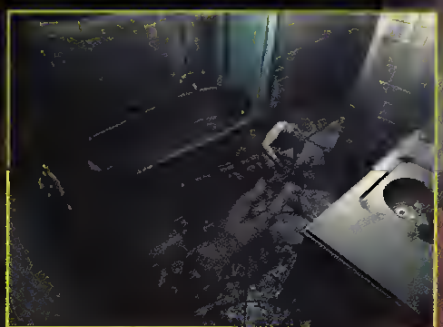
PROTIP: Keep an eye open for the silver gas cans where you can refill your flask with flammable liquid.



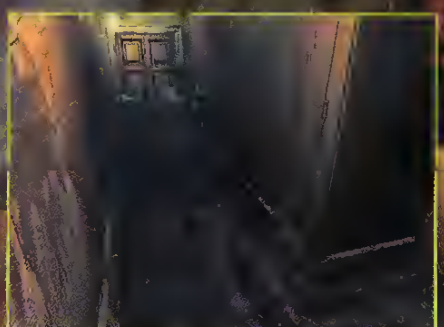
PROTIP: Search everything—even dead bodies. You never know what you may find....



Resident Evil has several secrets you can unlock depending on how fast you finish the game and what characters you rescue.



PROTIP: If you're carrying the flask and lighter, always torch any dormant zombies that you come across; otherwise, they'll come back to "life" later.



PROTIP: Use auto-aiming to see if a zombie is dead or just faking it.



BY MAJOR MIKE

- Developed and published by Capcom
- $49.99
- Available now
- Action/adventure
- 1 player

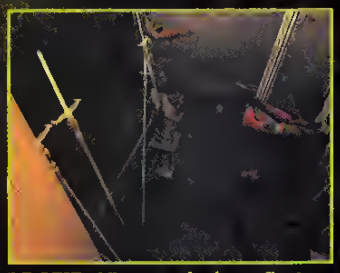
ESRB: MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.0	4.5

Fortunately, this Resident Evil play engine includes helpful features from other games in the series while implementing some new innovations, too. Characters can spin 180 degrees and auto-aim while holding any weapon. But the coolest new feature is the Defense Item system, which lets you stab or shock your way out of almost any monster's grasp. Coordinating all these actions is a manageable control scheme that gradually becomes second nature...once you get past the awkwardly placed directional pad on the GameCube controller.



PROTIP: When a zombie is standing on a staircase, it can't grab you; however, it can puke acid on you, so quickly run past it.



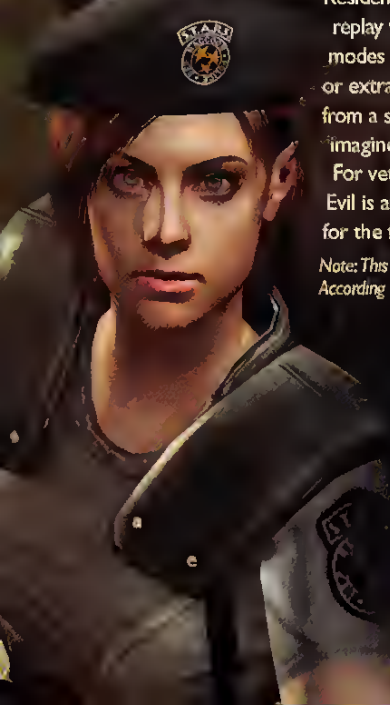
PROTIP: Mirrors and other reflective surfaces aren't just fancy or gratuitous decorations—you can use them to spot monsters that may be lurking offscreen or around a corner.

"Itchy...Tasty..."

This Evil's biggest strength is its astounding visuals. The superlative "this is the best-looking game in the series" has been thrown around all too often before, but these graphics have to be seen to be believed. Eye-popping lighting effects illuminate every room, and there's detail to spare as smoke trails from candle flames, dust is kicked into the air by moving characters, and movable objects blend perfectly into the surroundings. (One of the visual pitfalls of earlier Evil titles was how low-res objects practically popped off the screen—often instantly revealing puzzle solutions.)

Then there are the various monsters that crawl, stalk, ooze, and claw toward you—often times with their entrails on the verge of spilling onto the floor. Yes, it's scary, bloody, and gory...but nevertheless exciting and remarkably effective. It makes Luigi's Mansion look like, well, Luigi's Mansion.

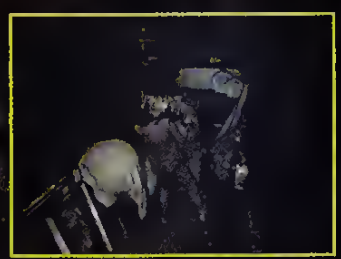
A strong audio track provides valuable aesthetic support. Poignant voice-casting and snappy, tightly worded dialogue fuel the narrative (even when it descends into pseudo-scientific babble), and an eerie—albeit sparse—music score heightens the suspense. The highlight, though, is the sound effects, which provide puzzle-solving audio clues and monster-approaching cues.



Turn It On Again

Resident Evil's only shortcoming is its lack of replay value—the extra costumes and game modes don't really merit repeat play-throughs or extra enjoyment. But that criticism comes from a seasoned Resident Evil veteran, so just imagine how much you'll enjoy the game. For vets and newcomers alike, this Resident Evil is an excellent opportunity to get scared for the first time...all over again.

Note: This review is based on the boxed Japanese game. According to Capcom, there will be no changes made to the U.S. version



PROTIP: Select defense items carefully: Use knives on zombies and tazer guns on dogs and hunters.



PROTIP: Keep an eye out for objects that block doorways—chances are you can push or stand on top of them.



PROTIP: Whenever you and a second character team up to fight a tough monster, make sure your colleague doesn't get killed; if they perish, you may not get the game's "good" ending.



PROTIP: Whenever you pick up an item, examine it in the item menu. You may find a switch, or a key hidden inside of it.



Look familiar? Probably not—this version of Resident Evil has new areas to explore and monsters to blow away.



PROTIP: When you check the map, look for rooms that are shaded red—that's where you can find items.

GRAPHICS 5.0

In a word: Wow. The GameCube brings Resident Evil to life with awesome visual effects, atmosphere galore, and fantastic details. Random screen shots don't do the game justice—you must see it in action.

SOUND 4.5

The sound effects steal the show with an excellent combination of fine voice-acting and ambient audio cues. The only problem is the music—there isn't enough of it in the game.

CONTROL 4.0

Learning to walk—then run—with the GameCube controller takes patience, practice, and a few accidental deaths before it becomes second nature. Lack of a custom configuration also hurts the overall score.

FUN FACTOR 4.5

Forget about Nintendo's game systems being for the kids: This Resident Evil is the most intense remake of the original to date. For an intense night of absolute terror, this game will give you a gaming experience that you won't soon forget.

BY DAN ELEKTRO

- Developed by Criterion Games
- Published by Acclaim
- $49.99
- Racing
- 2 players
- Available now

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.5	4.0

FINALLY, AN ARCADE racer that does what it should! Burnout offers a great mix of easy accessibility, straightforward style, and pants-wetting excitement. Yes, "pants-wetting."

BURNOUT



PROTIP: If you're accelerating after a big crash, don't bother with risky moves until you get up to speed. At slow speeds, your daredevil driving won't build boost.

ROAD RAGE

Burnout doesn't just let you drive recklessly—it downright encourages it. The game rewards your near misses, power drifts, and dangerous swerves in the form of a boost meter: The more you cheat death, the more speed boost you're allotted. When the gauge is full, hit the turbo button and fly forward even faster. Of course, that just means you're more likely to crash—but without risk, there is no victory. If you can survive the Championship mode, you'll unlock several hidden cars and a total of 14 tracks.



PROTIP: On the back straights of Interstate, cut over the highway divider and drive against traffic. When your meter is full, return to the proper lanes and floor it—it's a fairly safe straightaway.

For an arcade racer, there's an awful lot of reality in Burnout. The advanced physics model means cars lose grip when you'd expect them to and crash spectacularly. The graphics offer their own subtle realism—you won't see really complex objects, but you won't find distracting elements here either. Slightly shiny cars, nice textures, and basic geometry all keep the focus on the gameplay. The one indulgence is replays—they look fairly fancy.

GO PLAY IN TRAFFIC

The game's most important aspect, control, is as sharp as your reflexes—you'll be darting in and out of traffic in no time, and the faster cars with looser handling will put you to the test. Only the soundtrack—a lackluster combination of generic dance beats and tire squeals—seems lacking.

Burnout is a low-profile, working-man's arcade racer—low on flash, high on crash. It delivers the goods—seek it out.



PROTIP: Fight dirty! Actively try to block out or bump enemy racers so they'll crash. You usually need as much lead as you can get.



PROTIP: When you're driving with the flow of traffic, try to slide between two cars or dive between cars and a highway barrier.

BY MISS SPELL

- Developed and published by Ubi Soft
- $49.99
- Available now
- Party/racing
- 4 players

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	3.5	3.5

PARTY GAMES MAY not have originated on Nintendo's systems, but they certainly achieved fame there. Super Smash Bros. Melee and Super Monkey Ball have made the 'Cube the place for four-player, family-friendly fun. Now Rayman throws his disembodied glove in the ring with decidedly mixed results.

RAYMAN ARENA

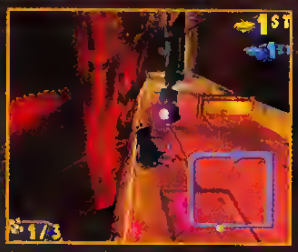
RUNAWAY VICTORY

Rayman Arena is truly two games in one—a solid, enjoyable racing game and a middling-to-bad combat experience. Playing as Rayman or one of his robot/pirate/frog/fairy friends, you compete for trophy cups in races and melee-style combats. The battle arena has two main modes: straight-up weapons fight and capture-the-lums-while-freezing-your-opponent mode—which go on too long and seem more tedious than exciting. The GameCube version lacks the "catch-the-fly" mode that was frantic fun on the PS2.

The racing portion of Arena is where this game shines. The well-thought-out controls and smart camera moves enable you to explore the gorgeous, sprawling courses. Shortcuts and side paths are everywhere, making this more than your average lap-apalooza.



PROTIP: To build up some real speed, hit the zippers on an angle. This lets you zigzag through a whole lane.



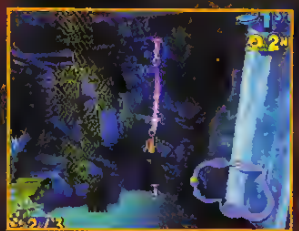
PROTIP: Shoot the deadly vines (press B) that block your path; they will retreat for a few seconds, giving you enough time to speed past them.

I'M BEAUTIFUL, DAMMIT!

Rayman Arena's lush environments and well-integrated special effects contribute to the addictive racing gameplay. The somewhat-kooky music grows on you as you play, which is surprising since parts seem to be made up of cartoon burps set to music.

Single-player mode lets you unlock tracks and costumes for the characters—racing the frog-like Globax dressed as Beetlejuice is something to work for—but multiplayer mode opens up all the tracks, which makes this game plug-and-play for parties.

If you're a fan of the Rayman series, you will want this game. If you like character-based races, you will like this game. If you want melee-style action, well...have you considered racing?



PROTIP: Get into the swing of things! Mastering the art of the Tarzan-like fairy-swing (press B while jumping near a ring) can vault you into the lead.



PROTIP: If you get hit with a time bomb, dish it off to someone when the timer is between 4 and 2, and then run like mad.

Spy Hunter



BY FENNEC FOX

- Developed by Point of View
- Published by Midway
- $49.99
- Available now
- Action/driving
- 2 players

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.5

AFTER MAKING APPEARANCES on the PlayStation 2 and Xbox, Spy Hunter is finally touching down on the GameCube. As in the other two versions, you are behind the wheel of the G-6155 Interceptor, the coolest transformable car/speedboat in the entire world. There are 14 missions to blast through, each with a set of objectives that must be completed to unlock newer stages. These missions rarely take more than five minutes to finish, but they're not officially "done" until every objective is completed in one run. This can take lots of retries, especially in the later missions, but the game fortunately never graduates to sheer frustration.



PROTIP: Later missions have hidden targets that require your scanner to find. These targets always appear in the same place; memorize them to save some time.

The GameCube port excels in most areas. The controller is surprisingly well suited to the game; defensive weapons (such as oil slicks) are much easier to deploy than in the Xbox version. The soundtrack will definitely test your patience for *Peter Gunn* remixes, but it does succeed in making you feel like you're in a modern spy flick. Although the frame rate is a little erratic and there's noticeable graphical pixelation in some areas, this is a solid port of a game that's been fun on every system it's been released for. If you're forced to choose, take this version over the more frustrating Xbox one.



PROTIP: You have plenty of time in most missions, so don't be afraid to backtrack in order to complete extra objectives.

Gauntlet: Dark Legacy



BY STAR DINGO

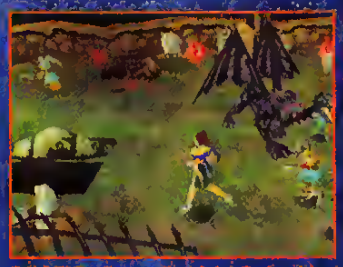
- Developed and published by Midway
- $49.99
- Available now
- Action
- 4 players

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.5	3.0	3.0

SURE, IT MAY be old...and sure, it's really just Diablo Lite for people without PCs...but get a herd of like-minded people together, and Gauntlet: Dark Legacy can be quite the mindless romp. Just don't expect to get too much fulfillment from the single-player game unless you've recently been lobotomized.

Gauntlet's walk/collect treasure/shoot everything gameplay is extremely simple (mostly due to its arcade roots). There are lots of characters to choose from, but their differences are mostly cosmetic aside from a few token RPG-like stats. Levels are big, but fairly straightforward, designed to cut out down-time and eradicate boring backtracking. You can't control the camera, and while it consistently provides you with a good angle, you'll often wish it weren't so close to the festivities. All of these things work toward making a pretty fun pick-up-and-play multiplayer action game while also working ardently against the production of single-player depth.



PROTIP: Charge (hold the R shoulder button) whenever you're surrounded to break free from an attacking horde.

Inventory management is a chore. The graphics are plain (greetings, giant triangle!), the sound effects were sampled on the cheap, and, even in single-player mode, the game occasionally runs unsmoothly. You know your GameCube can do much better than this...and Gauntlet is definitely one of those games that's somehow fun despite itself.

So if you have some friends, by all means, have 'em over for a quick round or two of Gauntlet. If you don't have friends...well, this is certainly no reason to go out and get some.



PROTIP: If the FMV before a level is showing you a specific location, look for a Legendary Weapon there. They're integral in defeating bosses.

Driven



BY FENNEC FOX

- Developed and published by BAM! Entertainment
- $49.99
- Available now
- Driving
- 2 players

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5

AGING STAR SYLVESTER STALLONE may not have had much luck with his recent car-racing movie, but that hasn't stopped BAM! Entertainment from releasing Driven on three game systems. The GameCube version, based on the PS2 original, is a Formula 1 racer with a surprisingly deep strategic factor at the core. There are eight tracks and 12 drivers from the movie, most of which are gradually unlocked as you go through the 14 missions in single-player story mode. These missions range from winning championships to blocking cars in order to help your teammate keep his position in the race.



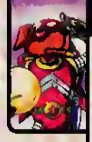
PROTIP: Slipstreaming—sitting behind a rival car to gain speed before passing it—is an absolutely vital move. The sooner you learn it, the better a driver you'll be.



PROTIP: Race long enough without making a mistake and you'll enter "the zone," granting you higher speed and easier cornering.

All the fundamentals of a good racing game are here. The background graphics are pretty without being too flashy, and the game runs at a smooth 60 frames per second, even with 11 other cars on the screen. The GameCube's analog triggers make controlling your car far simpler than it was in the PS2 version.

Make no mistake, though: Driven might be an arcade game, but it requires superhuman driving skills to complete. If you can't master the fine arts of drifting and slipstreaming, you'll have trouble placing above fifth in most races. There's a lot of game to explore in Driven if you're dedicated; just be prepared for a steep learning curve.



BY STAR DINGO

- Developed by Traveller's Tales
- Published by Universal Interactive
- $49.99
- Available now
- Action/platform
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.5	3.0

CRASH BANDICOOT THE WRATH OF CORTEX

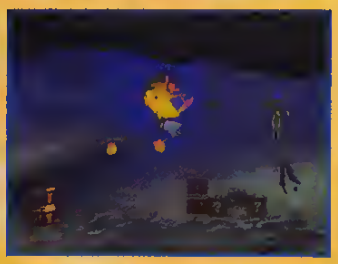
HERE'S A SHOCKER: Crash Bandicoot for the Xbox is, for all intents and purposes, Crash Bandicoot for the PS2 with some new creepy Xbox fur-rendering algorithm turned on.

MARKET CRASH

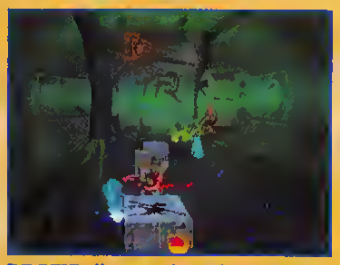
If you played the PS2 version of Wrath of Cortex, you know exactly what to expect: Go forward on a track, spin, open crates, and collect tropical fruit. Toss in some special level types that range from laborious to (when inspiration strikes) considerably more fun than the main level types. While Crash Xbox is a pretty fun game in its self-same straightforward kinda way, there's really no difference between this and Naughty Dog's original PlayStation zillion-seller. Imagine Mario Sunshine as a Super Mario Bros. 2 Expansion Pack, and you've got a map of Crash Bandicoot's evolution...then recall that SMB2 was a smash-hit system seller, and set the mind to "boggle."



These 'coot-in-a-ball levels are very fun and should be enjoyed...



...but these underwater shooting levels are not and should be destroyed.



PROTIP: If you can't reach a crate and haven't learned the double jump yet, you can try the slam move to get a little extra height.



PROTIP: In flying stages, make sure you shoot the crate attached to the medical balloons and not the balloons themselves.

CRASH'S 3D CROSS-PLATFORM ADVENTURE

Wrath of Cortex has definitely seen some grooming since the PS2 Most noticeably improved are the graphics—they were really great and colorful on the PS2, and they're even better here ..absurdly clean, 99.9 percent entirely glitch-free, with excellent animation. The sounds are about the same: good, cartoony, and fun, complete with droll celebrity voice-overs for the villains. Controls are a little better—the "marble madness" style stages seem more tweaked, and while Crash still has some jump-timing problems, he handles pretty smoothly for a 3D platformer...although the insidious "underwater levels" should be used as an example in classes on how not to make a 2D shooter.

Time passes, technology advances, but change really eludes his supreme Bandicootiness. When it comes to Crash opinions, chances are you already know where you stand Love it or hate it, Wrath of Cortex Xbox is more of more of the same.

Pirates: The Legend of Black Kat



BY TOKYO DRIFTER

- Developed by Westwood Studios
- Published by Electronic Arts
- $49.99
- Available now
- Action
- 2 players

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	4.0

PIRATES: THE LEGEND OF BLACK KAT set sail from the PlayStation 2 to the Xbox. It's a great idea for a seafaring, swashbuckling game—even if it needs greater variety when battling ships at sea and fighting enemies on land.



PROTIP: In tight spots, Kat's special sword move is the only attack that makes her invulnerable during combat.

To be sure, Pirates has a few other leaks in its hull. The straightforward controls ensure smooth sailing for veterans and novices alike, but the item management system needs refinement. The Xbox graphics look sharper and have more going on than its PS2 shipmate's, but overall there's little difference. On the open ocean, the Dolby 5.1 surround sound is rich and diverse—but on land, the audio seems dull and sparse.

Despite these hitches, Pirates offers a long and challenging adventure that fans of saucy buccaneers will enjoy.



FIND OUT MORE ONLINE www.gamepro.com/xboxreviews

◀ PROTIP: The Ram's head causes big damage to your enemy and not so much to you, but you should still have plenty of wood on hand for repairs.

Burnout



BY AIR HENDRIX

- Developed by Criterion Games
- Published by Acclaim
- $49.99
- Available now
- Racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	4.0	3.5



PROTIP: When racing alongside opponents in traffic, set up sideswipes that nudge them into a wreck.

ALMOST EVERY GAMER develops an occasional craving for brainless, white-knuckle racing, and Burnout is a fine way to scratch the itch. Reminiscent of the SF Rush series, Burnout's heavily arcade-style racing revolves around driving as insanely as possible, avoiding wrecks, and weaving through heavy traffic on the way to the finish line. Although the cars and tracks are the stuff of generic fantasy, the gameplay's pace is enjoyably frantic and exciting, and it's backed by respectable depth in the features, which include a Championship mode.

Comfortable, basic controls make the game widely accessible, while the serviceable graphics and sounds will neither impress nor annoy you. For most, a weekend rental is a great way to sample Burnout's thrills, but serious arcade-racing fans will feel their money is well-spent here.



◀ PROTIP: Driving against oncoming traffic is the fastest way to build up the Burn meter.

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Yu-Gi-Oh!: Forbidden Memories

BY FENNEC FOX

- Developed and published by Konami
- $29.99
- RPG
- Available now
- 1 player

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	4.5	3.0

AFTER A SUCCESSFUL trading-card and Game Boy Color launch, the world of Yu-Gi-Oh debuts on the PlayStation in living 3D. Although 90 percent of the game is still card dueling, there is a tiny smidgen of plot to go with the battles: Yugi and his ancestor, a prince of ancient Egypt, must work together to gather six powerful Millennium items and defeat Heishin, a high mage with a hankering for world domination.



PROTIP: Fight Duel Master K often in Free Duel mode. He uses the same deck as yours, so there's much to be learned from watching his moves.

Yu-Gi-Oh!: Forbidden Memories is aimed squarely at card fanatics. 722 monster and magic cards can be used in the game, and you can import real-life cards into your virtual deck through special codes. The Campaign mode has over 35 opponents to battle, and you'll find it necessary to battle and re-battle them religiously to build up your card collection.



PROTIP: Try as many card fusions as possible, and note any useful or effective combinations. Fusions are the quickest way to dispatch enemies before you've built up a very powerful deck.

This is all well and good for fans, but players unfamiliar with the subtle strategies required here will be in for a world of hurt. There are no tutorial or beginner modes, and without a deep understanding of your cards and the powers unleashed by combining them, it's nearly impossible to advance past the first few duels. If you're not already a master, skip this game and try your luck with the real cards first.

The Italian Job

BY BROTHER BUZZ

- Developed by SCI
- Published by Rockstar Games
- $9.99
- Driving
- Available now
- 1 player

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	2.5	3.0

THE ITALIAN JOB is a sort of economy-model Crazy Taxi, a beat-the-meter driving game based on a 1969 crime caper movie of the same name starring old-schoolers Michael Caine and Benny Hill. Now if you're still tuned in, be advised that this Job is real bargain basement stuff; in fact, Rockstar is asking a rock-bottom $9.99!

At that price, this ride is almost acceptable. You get six gameplay modes where you get to zig-zag around Euro cities like London and Turin in 14 classic cars, including the great Mini Cooper that starred in the flick. Italian Job mode is the primary draw. It's a decent, mission-based, traffic-congested challenge that re-creates the movie's crimequest for a $4 million score.



PROTIP: Learn how to power drift through tight turns. Hit △ to brake sharply just before the curve, then jam on ✕ to accelerate out of it.



PROTIP: Save time by driving on sidewalks, especially if you're in the Mini Cooper. They're always clear of traffic.

Overall, however, Italian Job is hard to digest. The visuals are strictly low-budget with splotchy, blocky graphics, although the European locales try hard. The frequent car collisions suffer from slo-mo physics, and the controls feel like you're driving through molasses. The only saving grace in the rudimentary sounds are the kitschy-catchy movie tunes and the Michael Caine sound-alike's Cockney accent.

The Italian Job (the movie) is kind of a cult classic, and mindless devotion could prompt you to take the game for a spin. You might want to go for a two-fer at your local rental stop. Other than that just say, "Arrivederci, baby!"

Digimon World 3

BY FENNEC FOX

- Developed and published by Bandai
- $19.99
- RPG
- Available now
- 1 player

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.5	3.0	2.0

SURPRISE, SURPRISE: AFTER releasing a monster-raising game and a Torneko-like dungeon hack, Bandai has made the third game in the Digimon World series a more-or-less standard RPG. Playing as a kid freshly introduced to the virtual-reality Digimon network, you must adventure with three of the little rugrats to fight wild creatures and investigate assorted bits of online (and offline) crime.

Despite some impressive world-map graphics and extremely catchy anime-style music, Digimon World 3 disappoints in countless ways. You can customize your Digimon's abilities by choosing what fields to enhance when they level up, but the actual process depends mostly on luck, meaning it's possible to level up and have no new powers to show for it. What's more, your monsters are extremely weak in the beginning and get pummeled constantly by local enemies. Even after the monsters on one map are no problem to beat, you'll be completely annihilated by monsters on the next map over, which is frustrating and smacks of poor play balance.



PROTIP: Every Digimon has strengths and weaknesses against certain attacks. If one of your monsters isn't cutting it, switch to another one before it gets killed.



PROTIP: Tree boots allow you to fight Card-mon, which give you booster packs for the Digimon trading card game. You'll need to help this little kid out first, though.

Add to this a sluggish pace, long loading times, and some very ugly 3D models during battles, and you have a game that's best avoided. There are dozens of PlayStation RPGs worth trying over this one.


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BREATH OF FIRE II
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CAPCOM
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CONTENT RATED BY ESRB
MILD VIOLENCE
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CAPCOM
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BY THE MAN IN BLACK

- Developed by Visual Concepts
- Published by Sega Sports
- $49.99
- Available now
- Baseball
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	4.0	5.0

World Series Baseball Hits the Xbox

FIND OUT MORE ONLINE www.gamepro.com

PLATFORM
Xbox

SPORT
Baseball

IF THERE'S ANY doubt that Sega Sports and Visual Concepts are swinging for the fences in the video game sports arena, it's time to wake up and smell the hot dogs. World Series Baseball for the Xbox is fine, fast, and fun. It's a league leader right out of the box.

Baseball X

World Series Baseball's excellent array of features gives Xbox ballplayers plenty to brag about. Naturally, you get all the MLB teams and players. Character models are a little stoic, but smooth and life-like. Fans will have no problem recognizing their favorite stars.

The five gameplay modes represent the usual lineup—Exhibition, Season, Playoffs, Home Run Derby, and Franchise—but with a few treats. In Franchise mode, you can attend to almost every aspect of running a big league. You can hire managers, coaches, and scouts; a generous payroll means your staff makes better decisions to improve your team. Using the Create-A-Player function, you can go ferociously Frankenstein and build up to 25 teammates. There's just one all-time team, but it's a good one featuring Bob Gibson, Reggie Jackson, Ernie Banks, and other hall-of-famers.



PROTIP: Big hitters like Barry Bonds of the Giants can hit one outta there in the clutch.



PROTIP: With men on base, be sure to always throw a fielded ball ahead of the runners.

Step into the Batter's Xbox

World Series Baseball does an outstanding job of blending gameplay, graphics, and sounds to create the action, sights, and sounds of the big league game. You get mesmerizing visuals, including TV-style replays and scintillating double plays. Baseball sounds are all about commentary, and Mike Krukow (San Francisco Giants) and Ted Robinson (New York Yankees) handle the duties like pros. While you can catch repeated phrases, they point out details related to your gameplay, too.



PROTIP: Sometimes you can grab grounders from behind by pressing L to dive. Don't wait too long, however, or your outfielder might take a header.



PROTIP: Pitchers tire, which affects their control. If you plan to deal fastballs at the knees, start early and use them wisely.

The controls, featuring the standard 2K-style joystick-controlled interface, are solid overall. To hit, you aim from a catcher's point of view, positioning a batting cursor with the left joystick to track the pitch. The stick is sensitive and demands *mucho* practice, even with the best sluggers. Pitching also uses the left stick and a pitch position indicator. There's a neat onscreen strike zone chart that indicates the position of your pitched ball and the batter's hitting tendencies. Additionally, you can cycle through defensive alignments by just pressing the right trigger.

Early Season Call

World Series Baseball is bringing the heat to the Xbox this year. It may be the freshest game in town, but that's not why it's a league leader. Just like in real ball, it all comes down to quality. GP

GRAPHICS 4.0

Suuweeet! The field-level gameplay cam is excellent. Most players mimic their real-life counterparts decently. The animation bats about 3 for 4 with just a few skips and trips.

SOUND 5.0

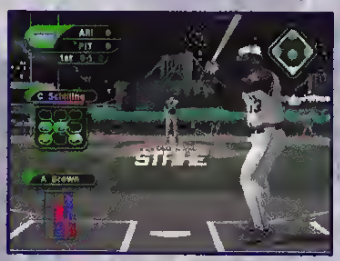
You'll catch some phrases being repeated, but overall the broadcast duo of Mike Krukow (San Francisco Giants) and Ted Robinson (New York Yankees) make uncanny observations. Teamed with excellent ballpark sounds, they produce a pleasant day at the park.

CONTROL 4.0

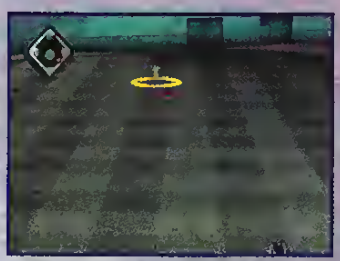
The controls perform like a pro, even if you can't jump up for line drives. Using the sensitive left stick to control the batting cursor and to place pitches takes practice and patience.

FUN FACTOR 5.0

The gameplay is on-the-money with great baseball that ought to attract Xbox sports gamers and just plain baseball fans alike. If you can't be at the ballpark, be with World Series Baseball.



PROTIP: Bases empty! Challenge batters by bringing the heat to the plate with your fastball.



PROTIP: When chasing down fly balls in the outfield with runners on, position the fielder to face the diamond when he makes the catch for a faster throw-in.



PROTIP: If you find yourself hitting a lot of fly balls, try positioning the batting cursor higher and "pulling" it down on the pitch.



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2002 FIFA World Cup



BY TOKYO DRIFTER

- Developed by EA Canada
- Published by EA Sports
- $49.99
- Soccer
- Available now
- 4 players



PLATFORM
Xbox

SPORT
Soccer

XBOX OWNERS WHO have been holding their breaths for EA's soccer series to grace their machine can finally exhale. 2002 FIFA World Cup sports the topnotch controls and dramatic visuals of previous versions for the PlayStation 2 and GameCube, providing the Microsoft console with the well-rounded "football" simulation it's been waiting for.

The Beautiful Game

The Xbox version of 2002 has the sharpest visuals of the three platforms, but the differences aren't night and day. Player animations are smooth and realistic, although the frame rate is inconsistent with choppiness occasionally breaking up the action.

Play-by-play is delivered by perennial favorites John Motson and Andy Gray, who put forth colorful commentaries that have a tendency to repeat too often. It's still very insightful and chock full of World Cup facts. The lush, orchestral soundtrack really gets you pumped up for some titanic clashes of determined feet and iron wills. It's all very over the top and hammers home the point that "THIS IS THE WORLD CUP!" at every opportunity, which is great for your first few campaigns, but gets old fast.

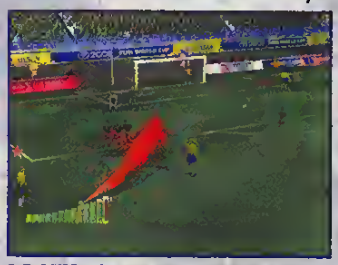
FIFA is easy to control, and the players respond quickly around the field. The Xbox controller handles all the footy action well.



PROTIP: Soft tackles are a great technique to disrupt strikes on the goal, but make sure the goalie is nearby to clean up.



PROTIP: Your teammates will call for the ball, but use good judgement because the computer team often steals these passes.



PROTIP: Star Shooters don't guarantee automatic goals, so don't just blast a quick one and expect results.



PROTIP: Star Passers are by far the most valuable players because they create the best chances for easy goals.

Goal by a Nose

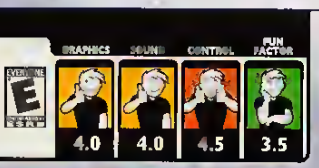
2002 FIFA World Cup is a very worthy addition to your library even though the two play modes greatly limit replay value. It would have been nice to have more teams and customizable modes, too, but there's always next year.

2002 FIFA World Cup



BY AIR HENDRIX

- Developed by EA Canada
- Published by EA Sports
- $49.99
- Soccer
- Available now
- 8 players



PLATFORM
PlayStation 2

SPORT
Soccer

SOME MOVIE STUDIOS milk their hits with endless variations of special-edition DVDs, and EA Sports seems to be following in their footsteps with 2002 FIFA World Cup. While this latest offering is a fine soccer game that celebrates the world's biggest sporting event, it's also a disappointingly pared-down version of FIFA 2002.

World Cup Redux

Along with a huge, beefy list of teams, leagues, seasons, and tournaments, last fall's FIFA 2002 included the World Cup qualification rounds but not the actual tournament itself. This latest footballer, 2002 FIFA World Cup, zooms in its focus and offers only friendly matches and the World Cup tournament. It also throws in some minor but token new features like highlighting star players, the World Cup stadiums, and new moves like juggling—all are more flash than substance. Without any new gameplay developments beyond the Cup (which, in all fairness, should've been in FIFA 2002 in the first place), there's little justification for its full-price $50 tag—it's more like a $25 add-on pack.

That said, World Cup fever can be infectious (particularly in Europe and Asia), and this game takes every opportunity to revel in the spectacle of this event. The graphics showcase some excellent lighting and animations, but the frame rate stutters badly at times. The controls and gameplay remain excellent, and the sharp audio mixes decent commentary with player chatter from the pitch—a cool idea.



PROTIP: Release the left analog stick, and your player will automatically shield the ball.



PROTIP: If you're on a breakaway, be sure to shoot before the keeper closes the gap and spoils your chance.



PROTIP: If an opponent is about to tackle you, use footwork–like suddenly reversing your direction–to retain possession of the ball.



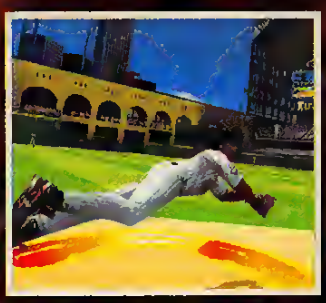
PROTIP: If you're thinking slide tackle (tap □), make sure it will definitely connect, or your player will slide right out of the play.

Where's the Beef?

If you own FIFA 2002, it will definitely sting to fork over another $50 for what's basically 1/3 the game. But if you want to bask in World Cup frenzy, 2002 FIFA World Cup will make a great rental.



We're better than last year. Are you?







We've been hard at work in the off-season improving our game. The payoff – High Heat™ Major League Baseball® 2003 is a quantum leap forward in graphics and animation. Player movement looks fluid and life-like. There are seven new gameplay modes and highly realistic audio. And we were already rated the #1 baseball videogame by numerous sources, including GamePro and the Official PlayStation Magazine.

★ **Newly enriched audio** with hecklers, vendors and dynamic stadium announcers.

★ **New gameplay modes** include Home Run Derby™, Fantasy Draft, Batting Practice, Stand Alone Playoffs, Create A Player, Player Editor and Two On Two Showdown™.

★ **New action** includes a superjump at the wall to snag homers, and tons of player celebrations and frustrations.



"...it's hard to imagine Triple Play or even All-Star Baseball coming close to this performance."
— GamePro, March 2002

"High Heat is the best baseball game on the market."
— Official PlayStation Magazine, April 2002

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Virtua Striker 2002



BY TOKYO DRIFTER

- Developed by Amusement Vision
- Published by Sega
- $49.99
- Soccer
- Available June
- 4 players



PLATFORM
GameCube

SPORT
Soccer

SEGA CONCOCTS A unique hybrid of arcade-style soccer and deep, RPG-like team-building elements for a surprisingly satisfying trip to the International Cup.

Road to My Heart

Virtua Striker 2002's blend of simple controls and easy-to-understand character management makes it a completely different experience than EA Sports' simulation-heavy FIFA or Sega's own over-the-top Soccer Slam. The Road to the International Cup mode (Sega doesn't have permission to call it "World Cup") is extremely entertaining and involving as it challenges you to take your team through weeks of training and exhibition games both in your home country and abroad.



PROTIP: Memorizing the coverage area for a position player is absolutely critical to planning passes and shots.



PROTIP: During the first months of training, don't forget to sub in fresh legs until everyone's stamina increases.

Virtua Striker's visuals place it among the top of the GameCube class with players that look sharp and move around with realistic grace. Unfortunately, this smooth animation comes at the cost of total control over your team. There are various layers of automatic movement associated with dribbling, passing, and shooting the ball that you must deal with in order to carry out your gameplans. The A.I. also takes control of your players according to the positions they are assigned to play.



PROTIP: Shots that make the power meter rise beyond the 75 percent mark will always sail over the net unless you're very far from goal.



PROTIP: Don't forget to use the radar on the screen to quickly see teammates and opponents who are offscreen.

Goal Get!

The game's audio bucks the trend and doesn't feature play-by-play commentary. Instead, you get voice-overs only for shots on goal and penalties, so the emphasis is on the roar of the crowd and the sounds on the field, which is not bad at all.

Despite the sluggish controls, Virtua Striker 2002's beautiful presentation and groundbreaking team-building mode make for a very rewarding experience that soccer fans shouldn't miss.

2002 FIFA World Cup



BY TOKYO DRIFTER

- Developed by EA Canada
- Published by EA Sports
- $49.99
- Soccer
- Available now
- 4 players



PLATFORM
GameCube

SPORT
Soccer

2002 FIFA WORLD CUP returns to the GameCube less than a year after the series' last appearance. It has a fancy new look...but not much more.

Out with the New?

If you already own FIFA 2002, upgrading to the World Cup edition will actually get you fewer teams and gameplay modes. Instead of the field of over 400 teams found in the last edition, you can choose from only 41 (plus a handful more that can be unlocked). Your contest choices are limited to a Friendly match or the World Cup itself.



PROTIP: Competition too tough? You can turn off Star abilities in the options screen if your opposition is loaded with them.



PROTIP: Turn on the radar option to get a proper look at your team's position on the field.

Visually, 2002 FIFA World Cup looks nearly identical to the previous installment with minor enhancements like more flags waving in the crowd and the official stadiums in Korea and Japan. FIFA veterans can expect familiar gameplay, too. The simulation-style controls are a tad crisper with better pass sensitivity, but overall they are handled in exactly the same manner as in the previous FIFA.



PROTIP: Hard tackles are the best way to cover ground to intercept passes and sometimes lob kicks.

Didn't Qualify

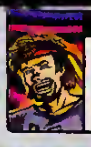
The play-by-play is once again handled by the capable duo of John Motson and Andy Gray, and they talk up the big event for all it's worth. The music is what really takes center stage, courtesy of a full-blown orchestra that makes every match unfold like a grand spectacle.

If you really, really want official stadiums, fancy music, and mascots flitting about, then 2002 FIFA World Cup is the game for you. But be advised that last year's installment still has much more replay value, and there are plenty of noteworthy soccer alternatives for the GameCube.



PROTIP: Winning the World Cup will unlock all-star teams of the region your team is from.

Beach Spikers



BY AIR HENDRIX

- Developed by AM2
- Published by Sega
- Target release date: Summer 2002

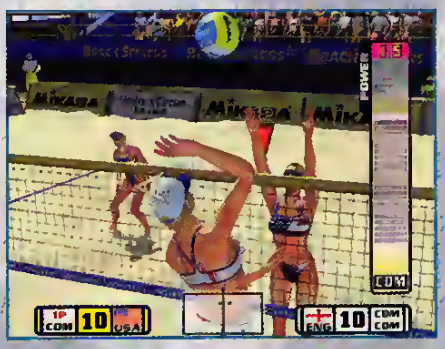
GameCube

FIRST LOOK

LIKE TENNIS BEFORE it, volleyball is the kind of niche sport that, in the right hands, could be converted into a fantastic video game. So the good news with this port of a Japanese arcade game is Sega's résumé: The company worked miracles with Virtua Tennis, but it's also padding its chances as Beach Spikers looks like it might actually out-jiggle Dead or Alive 3 in the anatomy department. Yup, this two-on-two beach volleyball game will showcase only female athletes (or more accurately, laughably overinflated caricatures of them) divvied up into 16 teams in World Tour, Arcade, or Exhibition modes. Four players will also be able to square off simultaneously in multiplayer action, while a tutorial will introduce you to the game's mechanics.

In the World Tour mode, you'll create a team and enter a series of competitions. Since your partner will be controlled by the A.I., part of this mode will focus on training and improving your partner's skills. If Sega can deliver the same magic found in Soccer Slam or Virtua Tennis, Beach Spikers could become one of the more original sports games this year.

















BY FENNEC FOX

- Developed by G-Craft
- Published by Working Designs
- $74.99
- RPG
- Available now
- 1 player

ESRB: T (TEEN)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.5	4.0	4.0

PLATFORM
PlayStation

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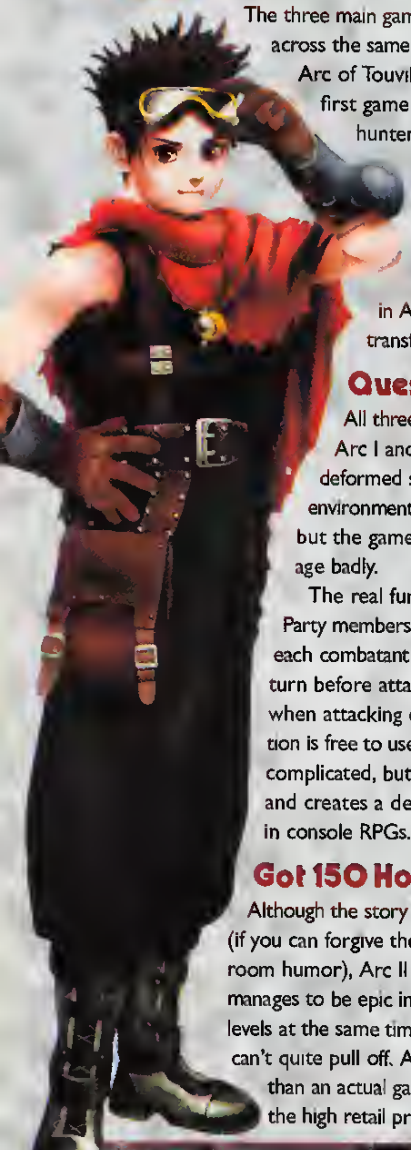
Arc The Lad Collection

Calling Arc the Lad Collection an ambitious undertaking is a gross understatement. Working Designs' boxed set contains three complete RPGs, the Arc Arena Monster Battle expansion pack, and a "making of" disc with 30 minutes of video. Think of it as an investment—one that will pay off for hardcore fans.

Arc, Elc, and Alec

The three main games in the collection all run across the same story timeline. The main hero is Arc of Touvil, who battles an evil minister in the first game and has cameos in the others. The other two follow young hunter Elc and country boys Alec and Lutz as they uncover even more world-destroying plots.

Arc I is little more than prologue (it's over in 10 hours), but its sequels feature gigantic stories coupled with tons of neat little extras. You can take quests from the Hunters Guilds in certain towns to earn extra money and items. Monsters can be captured in Arc II to fight for you in battles and in Arc Arena; in III, they can be transformed into card summon attacks.



Questionable Graphics, Thoughtful Battles

All three titles use a flat overhead view in game. Arc I and II sport 2D backgrounds and super-deformed sprites, while Arc III uses 1999-era 3D environments. The music is consistently impressive, but the games' visuals are starting to show their age badly.

The real fun lies in the fast-paced battle system. Party members and enemies are placed on a field with each combatant allowed to walk a certain distance per turn before attacking. Your party does more damage when attacking enemies from behind, but the opposition is free to use the same rule themselves. It may seem complicated, but this system is remarkably stress-free and creates a deep strategy element not often seen in console RPGs.

Got 150 Hours To Spare?

Although the story is meticulously well written throughout (if you can forgive the incongruous Working Designs bathroom humor), Arc II is the best game in the collection. It manages to be epic in scale and accessible to gamers of all levels at the same time, a balancing act the other two games can't quite pull off. Arc Arena is more of a bonus fan disc than an actual game, but the three RPGs will be worth the high retail price to hardcore fans.



PROTIP: In Arc III, stealing from or defeating enemies with status-based attacks usually nets you an item to annul that attack's effect. Collect as many of these accessories as possible on the first continent.



PROTIP: Once you have a full party, it's best to have one or two characters specialize in defense and healing spells to help keep your fighters and sorcerers alive in battle.



PROTIP: Spears and knives have a two-square range in combat. Use them to skewer enemies daft enough to stand next to each other.



PROTIP: The Arc Arena disc may be pretty useless, but it does include a handy shop to upgrade your captured monsters.

GRAPHICS 2.5

Arc I and II have exquisitely drawn 2D backgrounds, it's a shame about the stocky characters. Arc III, meanwhile, has 3D graphics that were pretty average-looking three years ago. Final Fantasy this isn't.

SOUND 3.5

Good RPG scores never go out of style, and Arc's music manages to be exciting without becoming too pompous. Arc I and II share much of the same music, which can get annoying.

CONTROL 4.0

The second and third games opt for a standard RPG interface, which works very intuitively most of the time. Arc I, with its odd menu system, is a bit dodgier to get a handle on.

FUN FACTOR 4.0

All three games have little flaws by themselves—Arc I is too short; Arc II is rewarding but drags on a bit, and Arc III looks bland. The overall story, though, makes all three adventures worth playing in the long run.



PROTIP: Don't let a single Guild job pass by. They're a great source of experience, and they also help advance the plot in some areas.



PROTIP: Once Lieza gets the Ravish ability in Arc II, use it to capture every monster you find. A leveled-up Ninja will be very useful later on.



PROTIP: Make sure your party levels up evenly in Arc II. If Elc becomes too strong, your other characters will be helpless when he leaves.

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BY FENNEC FOX

- Developed by From Software
- Published by Activision
- Target release date: May

GameCube

HANDS-ON

Lost Kingdoms







GAMECUBE FANS HAVE been hurting for an honest-to-God RPG ever since the system was released. Lost Kingdoms won't quite be it. Instead of simply building a full-fledged role-playing game, From Software is borrowing parts from action games and strategy RPGs to create a new and fresh fantasy genre.

There are five kingdoms in the land of Argwyll, long separated from each other by treaty. As the title of the game suggests, they're becoming lost—and fast. A black fog is slowly engulfing the world, and as Princess Katia, your job will be to find out what's going on before the weather turns terminally overcast. Your only weapon: a deck of cards that will give you attack powers and summon monsters to fight by your side.

The preview version of Lost Kingdoms already looked tremendous with lovingly detailed backgrounds and summons looking every bit as cool as they should. Although the game's primary focus will be action, you'll need to apply thought to your card order, saving heal spells and major summons for bosses and other dire situations. You'll get to see how well this system works when Lost Kingdoms is released near the end of spring.

















BY STAR DINGO

- Developed and published by Koei
- Target release date: June

PlayStation 2

HANDS-ON

Romance of the Three Kingdoms 7

AND SO KOEI'S Romance series comes riding in from the East on a dragon made of stats and menu screens, answering the call (however small) for ridiculously hardcore historical war strategy/RPG games for the PS2. The most fascinating aspect of the preview build was that the rank you chose made for totally different gameplay. As a Warlord, you'd strategize on the battlefield in turn-based, grid-centric offensives. Ascend to Liege, and you'd make diplomatic power-plays for giant chunks of China from on high. Get sick of ruling, and you could retire to Ronin, lending your skills to whoever did (or paid) you right. It will be the kind of game you can get lost in for years—or seconds, depending on your personality type.











The ultimate off-road driving adventure is heading to the Nintendo GameCube™ this summer! With five massive levels, a huge new arsenal of countermeasures and split-screen multiplayer action for up to four players, working for an elite band of smugglers has never been more exciting or dangerous. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!



SMUGGLER'S RUN

WARZONES

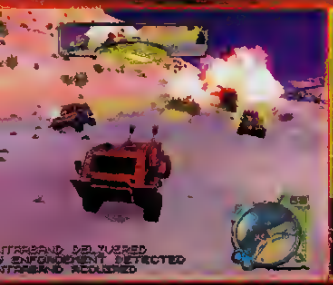
IN STORES
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Resident Evil Part 1



Resident Evil haunts the GameCube! In this ProStrategy Guide, we take Jill Valentine through the Mansion and Residence areas. By Major Mike

Basics

About This Guide

Directions

For directions, this guide uses east, west, north, and south instead of right, left, up, and down. A compass can be found on each map. To access the map of your current location during the game, press Z

Normal Mode

We played Resident Evil's Normal Mode for this guide. Events in other modes may be different than those outlined here.

Jill Valentine

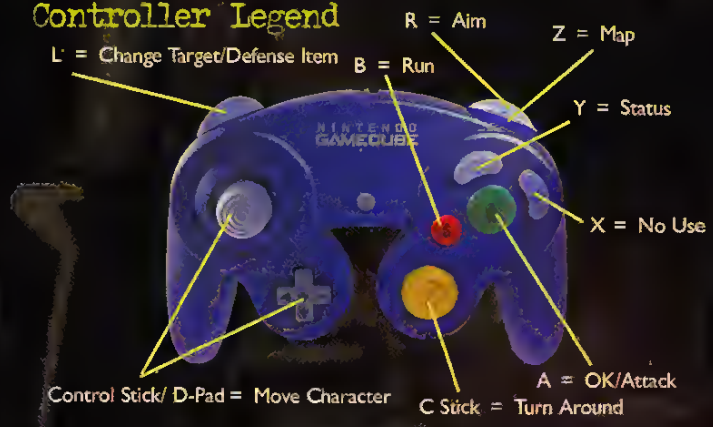
There are two scenarios in Resident Evil: one for Chris Redfield and one for Jill Valentine. As they say, ladies first.

Herb Combinations

Various herbs can be combined to restore health, cure ailments, or do both. Here are some herb combinations:

Blue	=	Cures "poison" status
Green	=	Restores some lost health
Red	=	Does nothing by itself; must be mixed with a green herb
Green + Blue	=	Cures "poison" status and restores some health
Green + Green	=	Restores more health than a single green herb
Green + Green + Blue	=	Cures "poison" status and brings you to full health
Green + Green + Green	=	Brings you to full health
Red + Green + Blue	=	Cure "poison" status and restores some health

Controller Legend



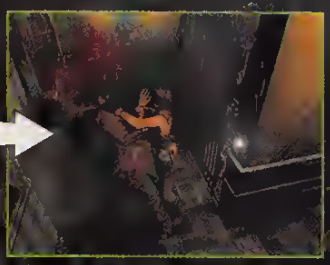
Note. The above applies to the game's Type-A controller configuration with Defense set to Manual

Important Abilities

The Defense System is brand-new to the world of Resident Evil. Throughout the game, you can find defense items. When a monster grabs you, rapidly tap L to use a defense item and escape an attacker's deadly clutches. However, a couple of rules apply: You cannot use a defense item if a monster grabs you from behind; once you use a defense item you cannot get it back; and you cannot use a defense item to deter a monster that claws at you—it must grab you. Also, certain defense items are more effective than others.



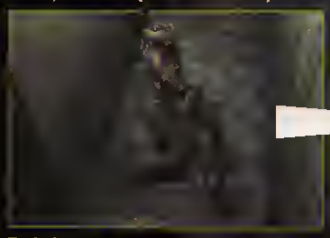
Oh, no—I've been grabbed! I'm in for it now...



...but with my defense item, I can counterattack my attacker and escape.

The Burning

So what exactly is the flask for? Simple—you can use it (along with the lighter to incinerate any zombies that you find that are stretched-out on the ground. Why would you want to do this? Fun factor aside, torching zombies is one way to ensure that they don't return later in the game as "Crimson Heads" (see that section elsewhere in this ProStrategy Guide). However, the flask can only be used twice before you need to re-fill it at any gas can...and gas cans carry a limited amount of flammable liquid, so choose your bonfires carefully. Also, forget about trying to light up a downed "Crimson Head" (look for the claws) because you'll wake it up instead.



To light up any downed zombie, stand over the monster and select the flask in your inventory. You must have the lighter in your inventory, too.



If you run out of flammable liquid in your flask, you can find more in any gas can.

Turn Around

In Resident Evil, you can spin 180 degrees instantly. Press and hold ↓, and then tap B to perform this technique. You can also perform this move by pressing in any direction on the C Stick.



Jill sees a monster coming...

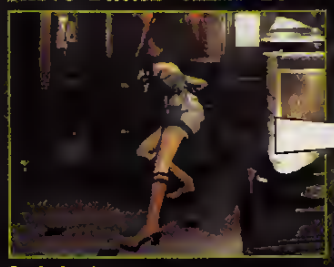


...and rather than taking it head-on, she spins 180 degrees and flees.

Push and Climb

You can push objects to find valuable items behind or underneath them, or climb on top of them to reach otherwise inaccessible areas and items. To push a suspicious item, walk into the side of it; to climb on top of it, stand next to it and press A. You can climb on top of any box that can be pushed.

Shove It...or Climb It



Push that box...



...or climb on top of it.

Auto-Aiming: Your Friend

To tell which monsters are really dead and which are pretending, turn your back to a felled fiend, and then press R to aim your weapon. If you set your configuration to Auto-Aim and the monster is still active, you'll automatically turn around and aim in its direction.

Auto-Aiming in Action: "Big Faker!"



When you shoot a monster several times, it falls to the ground. However, no pool of blood or...stuff forms underneath it. Chances are the thing is still active. To find out for sure, turn your back to the fallen monster...



...then press and hold the Aim button. If Auto-Aiming is on, you should automatically turn around and aim at the monster. If this happens, shoot it again for trying to fool you.

Zombies

Zombies are the most common types of monster that you face in Resident Evil. Here are some helpful tactics to help defeat these flesh-eating monsters.

Zombie on the Stairs

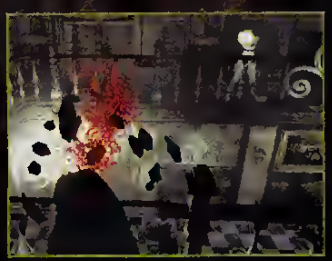
When you meet a zombie on a flight of stairs, it can't grab you. However, it can puke deadly acid, so run past it as fast as possible.



A typical zombie staircase attack: deadly acidic vomit.

Lucky "Head Shots"

Occasionally, you can blow a zombie's head off with a 9mm pistol round. This is a random occurrence and has nothing to do with aiming or range. However, you can never score a lucky "head shot" on a "Crimson Head."



Jill gets very lucky as she blows the zombie's head to pieces with a single 9mm bullet.

"Crimson Heads"

In Resident Evil, zombies never just fade away. Instead, they come back as "Crimson Heads." A "Crimson Head" zombie is faster, stronger, and basically deadlier than "regular" zombies are, and they can't be torched while stretched out on the ground. You can spot a "Crimson Head" that's ready for action by its sharp claws. Forget about using the pistol on these things—head shots with the shotgun or rounds from the grenade launcher are the most effective defensive techniques you can use.

"Oh, No—What Is This Thing?!"



See those claws! That's your clue that the zombie on the ground is a "Crimson Head" zombie.



If the monster becomes active, put it down with some heavy artillery or quickly leave the room.

Room Coding

For each area in the various locations, there is a number coding for each room. For example, M2F-4 means Mansion 2nd Floor, Room 4.

C1F	=	Courtyard, Floor 1F
MB1	=	Mansion, Floor B1
M1F	=	Mansion, Floor 1F
M2F	=	Mansion, Floor 2F
M3F	=	Mansion, Floor 3F
R1F	=	Residence, Floor 1F

Common Items

These items are found on most of the maps. Additional items appear on some of the maps and are accompanied by their own Special Items legend.

AR	=	Acid Rounds
BH	=	Blue Herb
C	=	Clip
FA	=	First-Aid Spray
FR	=	Flame Rounds
GC	=	Gas Can
GH	=	Green Herb
GH/BH	=	Mixture of a Green and Blue Herb
GH/GH	=	Mixture of two Green Herbs
GHT	=	Green Herb Tray
IR	=	Ink Ribbon
K	=	Key
M	=	Area Map
MK	=	Mask
MR	=	Magnum Rounds
RH	=	Red Herb
S	=	Stun
SA	=	Shotgun Ammo
SD	=	Small Dagger

Part I: The Mansion

Mansion 1F (M1F)



Special Items In Mansion 1F

BJ	=	Blue Jewel
BS	=	Brown Shotgun
CHE	=	Chemical
F	=	Flask
GE	=	Gold Emblem
MB	=	Music Book
SE	=	Serum
VT	=	Videotape
WE	=	Wood Emblem

It Begins...Again



From the dining room (M1F-2), go through the door along the north wall. When you meet your first zombie (M1F-3), forget about fighting it and return to the dining room.

Wood Emblem



After the zombie is neutralized, take the wood emblem off the west wall and go to the main hall (M1F-1). After a quick sweep of the main hall, Barry gives Jill the all-useful lockpick



Backtrack to (M1F-3), take the videotape off the dead S.T.A.R.S. member, and go through the door against the west wall. Go through (M1F-4) and up the stairs.



Open the door at the top of the stairs (M2F-1) and go into the next room. Hear the zombies (M2F-2)? You've got two of them to deal with, but you can make quick history of them both by taking them out with pistol rounds at a distance.

Gold Arrow



When you find the gold arrow, examine it in your item inventory and take the green arrowhead. Exit the room through the door along the south wall.



You're now on a balcony (M2F-3) over the dining room. Dispose of the zombie, and then push the statue on the south side of the room off the balcony to the dining room below. Exit the room through the door along the east wall.



Go down the first two flights of stairs (M2F-4) and through the door against the north wall.

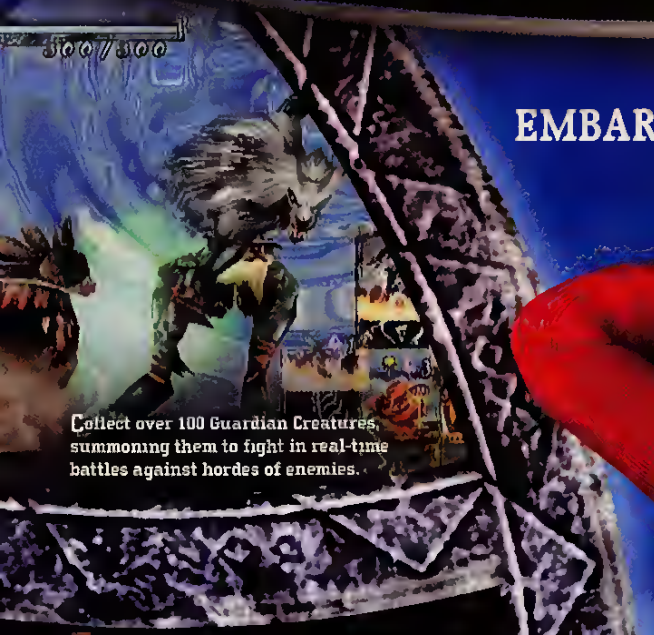


You're now in a small graveyard behind the mansion (M1F-5) with two zombies to keep you company. Take the zombies out, and then put the green arrowhead into the statue at the north end of the graveyard. Go down the stairs.

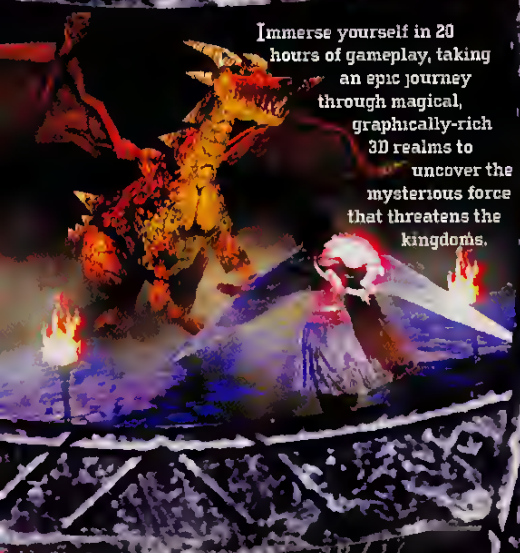
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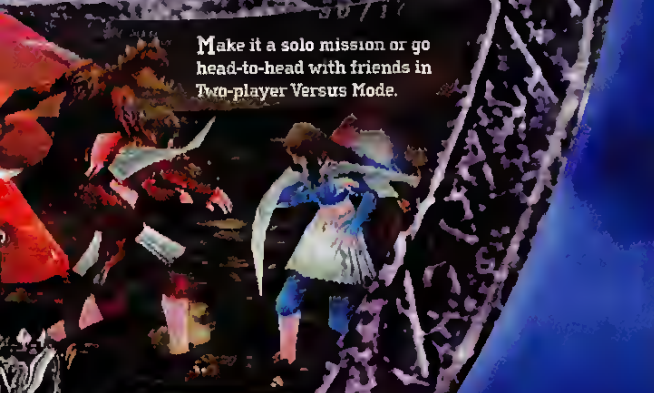
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Mansion 2F (M2F)

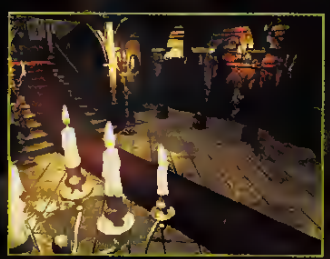


Special Items In Mansion 2F

DW	=	Dog Whistle
FK	=	Fake Key
GA	=	Gold Arrow
GL	=	Grenade Launcher
L	=	Lighter
PM	=	Piano Music
SS	=	Super Shotgun
WB	=	Wooden Board
WC	=	Wind Crest



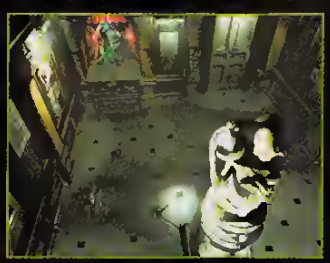
Take the book (*A Book of a Curse*) at the east end of the catacombs (MB1-1), examine the book in your item menu, and take the key.



Return to (M2F-4) and go down the stairs to (M1F-1). Go through the double doors against the east wall.



Once inside (M1F-6), push the chest away from the north passageway. Go to the end of the passageway and take the small dagger. When you try and leave, a zombie attacks. Forget about shooting the zombie; instead, try to run past it—if you are grabbed, use the dagger you just found to escape.



Run back to the chest that you moved earlier and push it back across the passage entrance. The zombie can't get you. Equip the combat knife, stand on the chest, and stab the zombie to death.



Exit the room through the door that you entered, and Barry gives you a gift. Return to (M1F-6) and push the chest next to the statue in the middle of the room. Climb on top of the chest and take the map. Exit the room through the door along the east wall.



In the next room (M1F-7), you must push two chests aside to collect the items underneath them.

Mansion B1 (MB1)

Special Item In Mansion B1

UC	=	Umbrella Crest



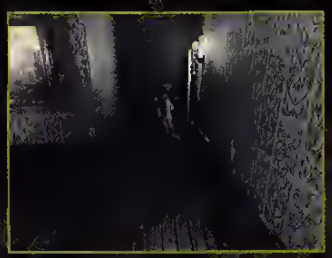


When you reach (M1F-8), go through the door along the east wall.

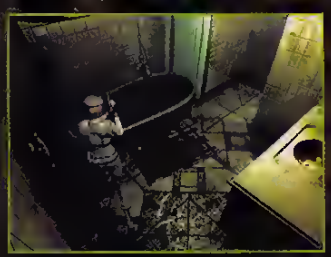
Chemical



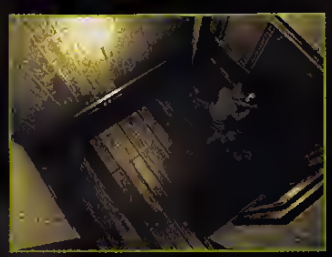
If you proceed to quickly in this area (M1F-9), you'll be attacked by dogs. Walk very slowly to the north end of this L-shaped room. When the camera angle changes and you see the chemical, walk toward it while rapidly pressing the A button. You should be able to take the chemical without alerting the dogs. There are other items in this area, but they can wait until later.



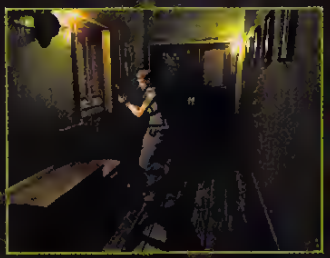
Return to (M1F-8).



Go into (M1F-10), drain the bathtub, and take the item. Leave the room.



Once back in (M1F-8), go to the west end of the hallway and through the double doors.



There's a zombie lurking around the corner of (M1F-11), but don't worry about that now. Go through the first door against the north wall.



You're near your first item chest—however, be careful of the zombie that's waiting outside the door near the staircase (M1F-12).

Flask



Deposit any unwanted items in the item chest (M1F-13), and take the flask and fill it up at the nearby gas can. Exit the room.



Go up the stairs (M1F-12) to (M2F-5). Go west, shoot the zombie, and exit the area through the door against the south wall.



Quickly take the wooden board (M2F-6), shoot the zombie, run west, and go through the door along the north wall.

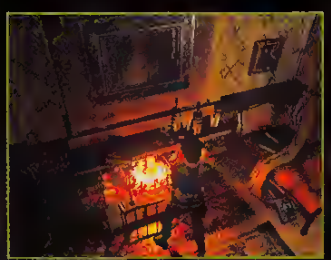
Whistle and Lighter



In the next room (M2F-7), take the dog whistle, lighter, and any other items. With the lighter in your inventory, you can light up downed zombies...as long as your flask has fluid in it. Exit the room through the door along the east wall.



You've just gone in a circle, and you're back in (M2F-5). Go to the east end of the hallway and through the door against the south wall.



Put the wooden door over the fireplace (M2F-8), start a fire with the lighter, and then take the map.

Blue Jewel



Time to backtrack: Your destination is the balcony over the dining room (M2F-3). The fastest route is to return to (M2F-6) and go through the door at the end of the long west hallway. When you reach (M2F-2), make a detour down the stairs. Go into the dining room (M1F-2) and take the blue jewel from the smashed statue. Return to (M1F-1), go up the stairs to (M2F-4), and go through the double doors along the west wall.



When you reach (M2F-3), proceed through the west-most door against the north wall.



Once in (M2F-9), open the door to the west. You can use the green herb tray to replenish your health if need be, but this area is important for another reason...however, you need to get the shotgun, first.



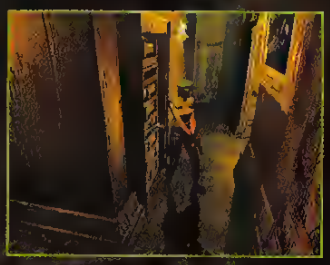
Return to (M2F-9), descend the staircase, and go through the door near the bottom of the stairs in (M1F-14).



Another itembox...and a typewriter (M1F-15). When you're finished using the itembox (and saving your game, if need be), exit the room. Once you're back in (M1F-14), go to the end of the east hallway and through the door along the south wall.



Take the broken shotgun (M1F-16) and re-fill your flask. Return to (M1F-14), go up the stairs to (M2F-9) and through the door at the north end of the hall.

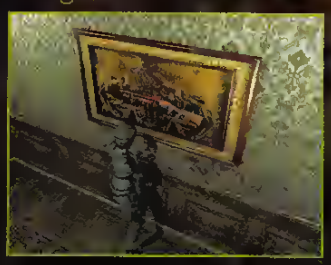


You're now in (M2F-2). Exit this room through the door at the south end of the hallway, which leads to (M2F-3). Once there, go through the double doors along the east wall.



From (M2F-4), go downstairs to (M1F-1) and through the double doors along the east wall. Follow the twisting route until you reach (M1F-8); once there, go into (M1F-17), and then go through the door along the south wall.

Shotgun

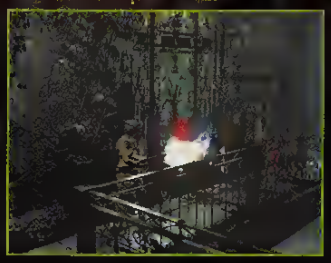


Go to the east wall (M1F-18) and swap the shotgun with the broken shotgun. Exit the room.



Remember the outside area with the tray of green herbs (M2F-10)? That's your destination. Take any route to get there, and make sure that you have the dog whistle and shotgun in your inventory.

Death to Poochie

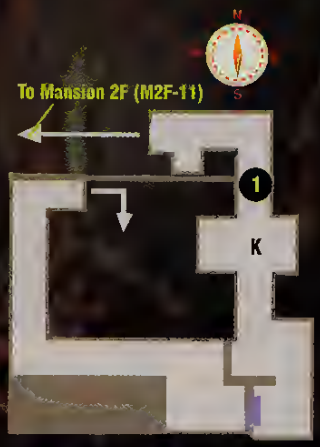


When you arrive at (M2F-10), equip the shotgun and then use the dog whistle. Blow the two pups away, and then take the dog collar. Examine the collar in your item inventory, and then examine the small item that comes off the dog collar. You now have a fake key. If you took any damage from the dogs, use the tray of green herbs before you leave the area. Exit the area through the door along far east wall—this takes you directly back to (M2F-4).



From (M2F-4), go to (M2F-3) and through the east-most door along the north wall. Once inside (M2F-2), go to the north end of the passage, then head east; however, one of the zombies that you walk over will spring to life as you pass it so be prepared. Go through the door against the east wall and up the staircase in the next room (M2F-11).

Mansion 3F (M3F)

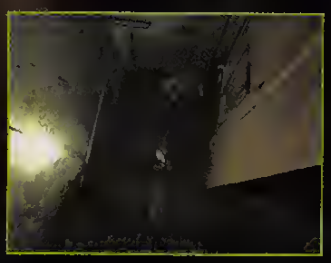




Take the key from the floor (M3F-1). When you do, a trap is sprung, and you have three minutes to live. To stop the trap, simply insert the fake key in the spot where you took the real key. Leave the room through the door that you entered it.

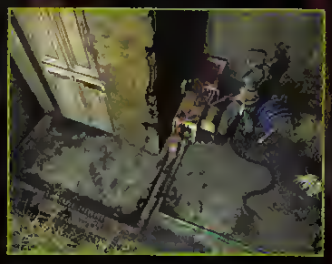


It's time to use the chemical that you delicately obtained earlier. Return to (M2F-2), through (M2F-9) and go down the stairs to (M1F-14). Use the item chest in (M1F-15) and put the chemical and blue jewel in your inventory.

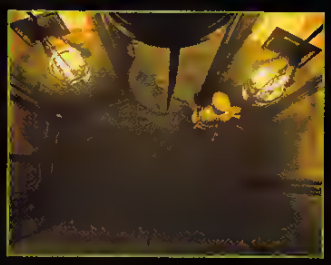


Go to the east end of (M1F-14) and unlock the door against the east wall. In the next hallway (M1F-19), go into (M1F-20) at the end of the hallway.

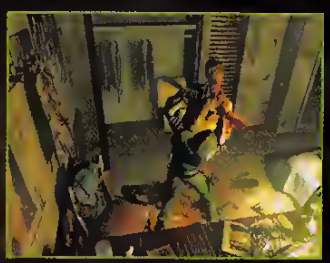
Mask



Put the chemical in the watering system against the east wall and turn the handle to red (the first option); if you turn it to green, all herbs in the room will be destroyed. After the plant dies, take the mask off the west wall, and then exit the room.



From (M1F-19), go to (M1F-21). Put the blue jewel in the statue and take the shotgun ammo. Exit the room and go to (M1F-22).



Read the Keeper's Diary. Afterward, a zombie pops out of the closet and the other zombie in the room springs to life. Have a weapon ready and take 'em down.



It's time for a little music. From (M1F-19), go down the south hallway and through the door at the end of it. In the next hallway (M1F-3), head east and open the door against the north wall.

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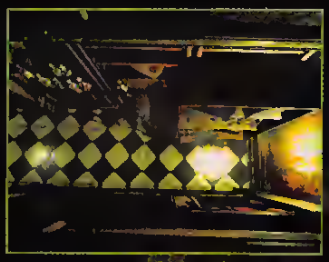
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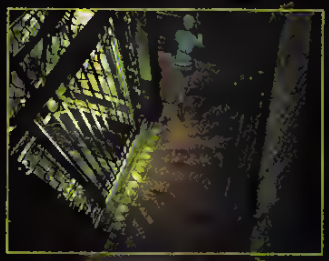
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Music Book



You're now in (M1F-23). Go to the northeast corner of the room, push the bookcase aside, and take the music book. However, you can't use it yet so leave the room.



Once back in (M1F-3), go to the east end of the hallway.



Descend the stairs (MB1-2) and go through the door.



Take the small dagger from the next room (MB1-3). When you try and leave, a zombie attacks. You know the drill.



It's time to add a new weapon to your arsenal—the grenade launcher. Make your way back to the main hall (M1F-1) and climb the stairs to (M2F-4). Go through the south-most door along the east wall.

Grenade Launcher



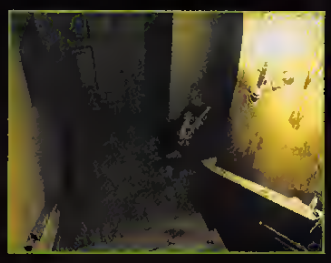
When you arrive at (M2F-12), take the grenade launcher. If you go down the catwalk that goes around the side of the building, a zombie attacks. Use your heavy artillery to make him rest in peace...for good.



Return to (M2F-4) and go through the north-most door against the east wall. Once inside (M2F-6), go through the first door against the south wall.



After you meet up with Richard (M2F-13), return to (M1F-15) and take the serum off the shelf along the east wall. Before you leave, make sure that the lighter is in your inventory. Hustle back to Richard and give him the serum.

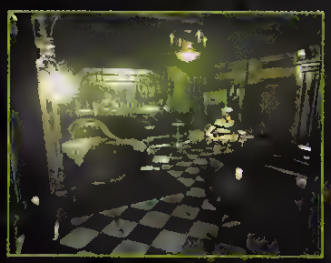


Before you leave the area (M2F-13), go through the door at the east end of the hall. In the following room (M2F-14), go through the door down the north passageway against the west wall.

Piano Music



Light the candles in the room (M2F-15), take the items, and then push the cabinet along the west wall. When you enter the recess, take out the zombie and take the piano music.



Your destination is now the piano room on the first floor (M1F-23). However, before you go there, stop by any item chest and put the wood emblem and music book in your inventory. Combine the music book with the piano music. Use the now-complete music book at the piano, and a secret passage is revealed along the north wall.

Gold Emblem



Go to the statue at the end of the north passage and swap the wood emblem for the gold emblem. Take the gold emblem to the dining room (M1F-2) and insert it in the slot over the fireplace on the west wall.

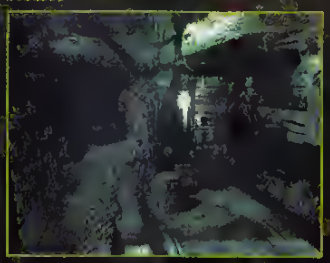


Go to the grandfather clock along the north wall and enter six o'clock—when you do, a key is revealed. Take the key.

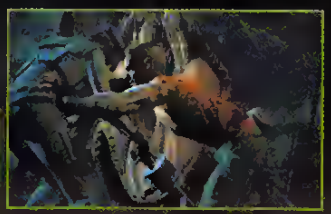


It's time to fight the giant snake that took a chunk out of Richard. Go to an item chest; take the grenade gun and any extra rounds for the weapon along with some health items. When you're ready, go to (M2F-14) and open the door against the east wall.

Mask



When you go inside of (M2F-16), a giant snake attacks. When it arrives, go to the north end of the room and take the mask. However, don't make a hasty exit. Instead, blast the snake with grenade rounds until it's seemingly defeated. Three rounds should do the trick.



If you run out of the room without shooting down the snake, you won't get Richard's super shotgun.

Super Shotgun



When the snake gets its second wind, you can either drive it away or flee the room. However, it's beneficial to drive him away because he'll be weak when you do battle later in the game. If you decide to flee, be sure to take the super shotgun before you leave the room.



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If the giant snake during the battle bit you, you must get some serum. You can find the medicine in (M1F-15)—the same room where you found it for Richard. Be wary of any zombies during the trip because your "poisoned" status puts you near death.



Your destination is now (M2F-17), which is right down the hall from where you fought the giant snake. Once inside the room, push the statues in the following order so they're all against the wall:



Once that's done, press the switch in the middle of the room, and then take the locked box from the alcove in the west wall.

Mask

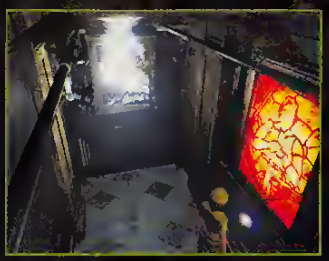


Okay, so what do I do with this box? Simple: Examine it in your item inventory and only press the two sides with parts of a heart shape. Once that's done, you get a third mask.



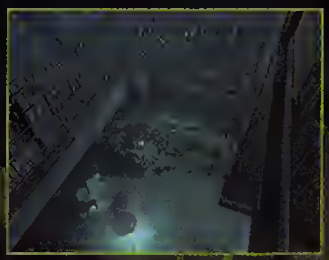
It's time to find the fourth—and final—mask. Head off to (M1F-11) and go through the door against the south wall.

Mask

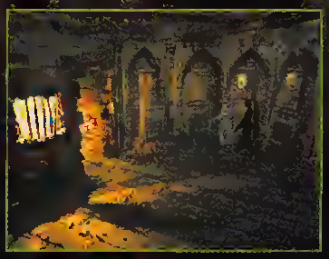


Once inside (M1F-24), go to the dead end and look at the painting along the west wall. To change the color of each painting, press the switch underneath it. Make sure that these paintings are the corresponding colors:

Man with the sword	=	Orange
Old man	=	Purple
Young man	=	Green



When you're done changing the painting colors, press the switch underneath the statue of the woman at the dead end of the passageway. When you do, a secret passage is revealed and a shortcut to (M1F-5) is created. You can also find the fourth—and final—mask.



Take all four masks (along with some powerful weapons), go to (M1F-5), and descend to (MB1-1). Put the masks in their proper places along the west wall, and the coffin suspended in the air falls to the ground.

Umbrella Crest



Examine the coffin—when you do, the zombie inside the coffin attacks. Four flame rounds from the grenade launcher should put him down for good. After the fight, take the shotgun ammo and the Umbrella crest.



There's one last thing to take care of, and that's (M2F-18), which is located just up the stairs from the item chest in (M1F-13). This is an optional "quest," but taking it nets you a powerful weapon.

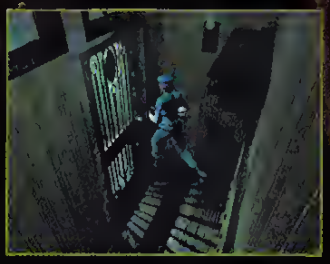


When you reach (M2F-18), go into (M2F-19), take the items, and then enter (M2F-20).

Wind Crest



Inside (M2F-20), examine the picture on the west wall and take the small hook. Then examine the picture on the east wall and take the wasp. Finally, examine the picture on the north wall and take the golden wasp. In your item inventory, combine the golden wasp with the hook. Place the golden wasp on the picture on the west wall and the normal wasp on the picture on the north wall. Press the switch underneath the picture and take the wind crest.



Time to leave—but before you do, make sure the Umbrella and wind crest are in your item inventory. Your destination is (M1F-11). When you get there, go through the door against the east wall.



Have a weapon ready as you travel north through (M1F-25) because a dog attacks from the south end of the passage.



When you reach the door at the end of the passageway, insert the Umbrella crest into the nearby recess to unlock the door. Once that's done, go through the door.



Once you're inside (M1F-26), you can take one of two paths. You want to go through the door that's down the small fight of stairs and against the south wall.













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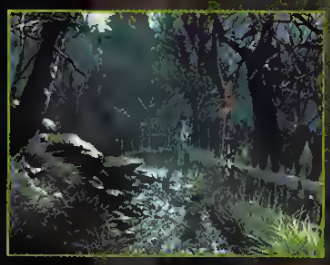
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Courtyard 1F (C1F)



Special Items In Courtyard 1F

CP	=	Colt Python
GCR	=	Green Crank
MC	=	Moon Crest
SC	=	Star Crest
SUC	=	Sun Crest



As you travel north down the twisting path (C1F-1), set the first sundial to stop at W and the second sundial to stop at N. This opens the gate at the east end of the passage.

Colt Python



When you reach (C1F-2), go down the south recess to the tombstones. Using the camera angle as a guide, insert the wind crest into the tombstone on the right. Take the three crests—Moon, Star, and Sun—and examine each one in your item inventory. Place each crest into the tombstone on the left, and then take the Colt Python.



At (C1F-3), follow the path that leads to the cabin.

Green Crank



Once you're safely inside the cabin (C1F-4), take the green crank. However, when you try and leave, something...happens.



To escape the monster, run to the back of the cabin, past the itembox, and jump down the small ledge. After you land, face the ledge and take a few steps back. Don't try shooting the monster because you cannot kill it...yet.



When the monster approaches, wait for it to jump down the ledge—when it does, run forward and climb the ledge; the monster can't hit you while you're climbing, so use this opportunity to flee the cabin. If the monster hits you, check your health because you may have dropped to "Caution" status.



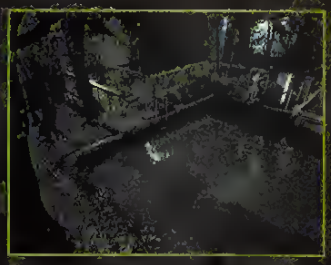
Make your way back to (M1F-26), but be careful of zombies that may have entered some of the areas that you passed through.



Upon your return to (M1F-26), go through the door that's against the east wall.



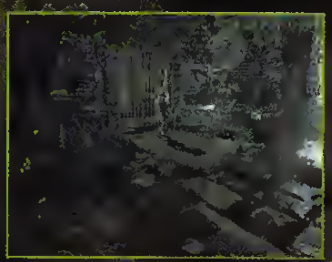
Take out the three dogs in (M1F-5) and exit the area through the door along the north wall.



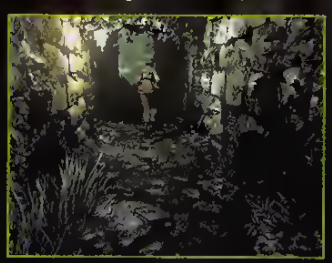
Use the green crank on the slot to the west of the pool (M1F-6). The pool drains.



Walk across the now-drained pool and follow the walkway until you reach (M1F-7).



When you reach (M1F-7), go through the door along the east wall.



Snakes randomly drop from the sky when you enter (C1F-8), so run quickly to the door at the north end of the passage.

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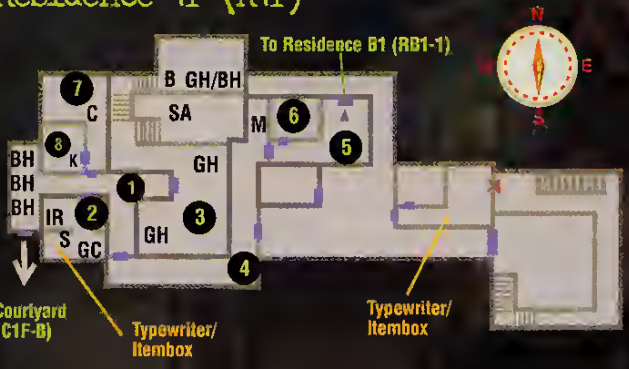
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Part II: The Residence

Residence 1F (R1F)



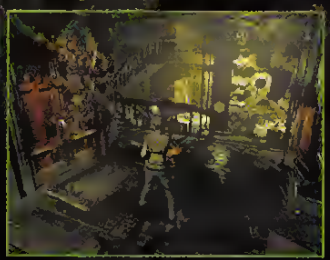
Special Items In Residence 1F

B = Book (Bandage with Blood)

Along Came a Spider



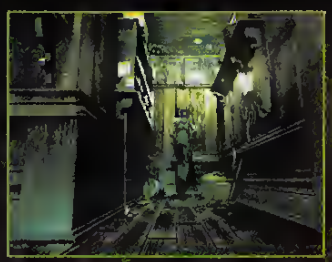
When you enter (R1F-1), take the three herbs and then go into (R1F-2), where you can find a typewriter, an item chest, and a gas can. Arm yourself with the shotgun or grenade launcher and put the lighter in your inventory.



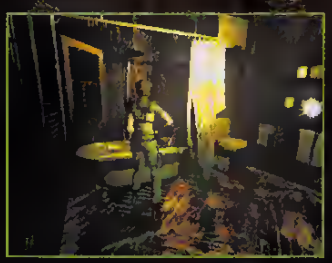
Go into (R1F-3) and shoot the spider that crawls behind you. Exit the room, and then re-enter it. Look for three candles—yellow, red, and green. Each time you light one of these candles, make a note of the symbol that appears underneath it. Take a look at the pool table, and then shoot the spider hanging on the wall. If you didn't kill it with the first shot, descend the flight of stairs and finish it off. You can find the third candle (green) near where the spider landed. Light the candle.



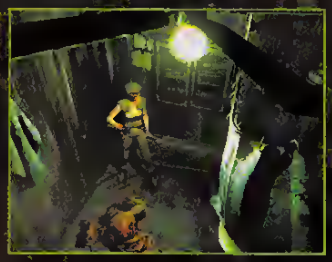
Back in (R1F-1), push the crate down the south hallway until it's flush with the other crates. Then, climb over the crates and go through the door at the south end of the hall.



Take the map at the north end of (R1F-4) and go through the door on the nearby east wall.



Once in (R1F-5), go into the adjacent room, (R1F-6), take the key labeled 001, and get ready for a surprise. Backtrack to (R1F-1) and use the key you just found to open the door along the west wall.

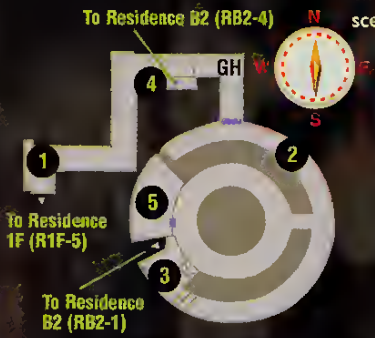


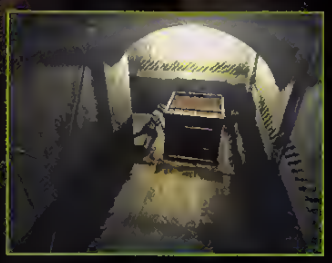
Once inside (R1F-7), enter the room to the west (R1F-8) and drain the bathtub. Take the key. When you re-enter (R1F-7), shoot the zombie and take the items.



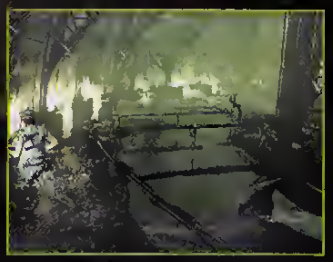
Return to (R1F-5) and push the bookshelves away from the ladder against the north wall of the room. Descend the ladder.

Residence B1 (RB1)

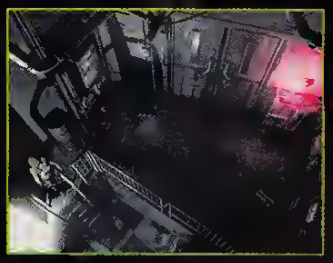




When you reach the gap in the walkway of (RB1-1), push the crates into the water to create a bridge.



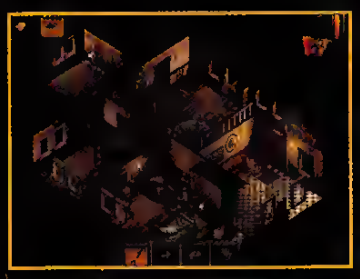
Upon entering (RB1-2), run to the east on the outer walkway and get to the door in the southwest corner as fast as possible. Don't pay too much attention to the pursuing sharks—you should be able to escape their deadly jaws if you keep moving.



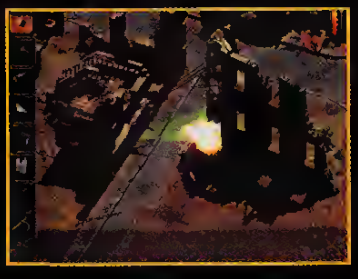
When you arrive in (RB1-3), descend the ladder.

Next month: We'll take you to the end of Jill Valentine's Resident Evil scenario.









COMMANDOS 2
MEN OF COURAGE

IT'S WWII ALL OVER AGAIN.

TEEN
T
CONTENT RATED BY ESRB

Blood
Violence

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PC CD

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CODE VAULT

CHEATS · TRICKS · SECRETS

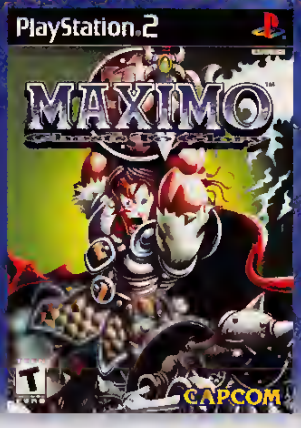
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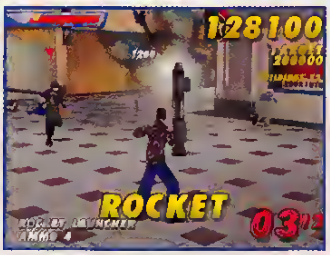


READER TIP OF THE MONTH

STATE OF EMERGENCY

Unlock Weapons





During a game, enter any of the following codes to unlock the corresponding weapon. If you entered the code correctly, you'll automatically be armed with the unlocked weapon.

AK47: Press Left, Right, Down, R2, △.

Flame Thrower: Press Left, Right, Down, R1, ○.

Grenade: Press Left, Right, Down, R2, □.

Grenade Launcher: Press Left, Right, Down, R1, □.

M16: Press Left, Right, Down, R2, ○.

Minigun: Press Left, Right, Down, R1, △.

Molotov Cocktail: Press Left, Right, Down, R2, ×.

Pepper Spray: Press Left, Right, Down, L1, □.

Pistol: Press Left, Right, Down, L1, △.

Rocket Launcher: Press Left, Right, Down, R1, ×.

Shotgun: Press Left, Right, Down, L2, △.

Tazer: Press Left, Right, Down, L1, ○.

Tear Gas: Press Left, Right, Down, L1, ×.

Don Logan—Raleigh, N.C.

PIRATES: THE LEGEND OF BLACK KAT

Invincibility, Alternate Costumes, and More





During a game, **simultaneously press and hold L and R**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a short musical sequence.

1 Million Doubloons: Press B, R3, White, X, A, R3, Back, L3, Y, Black.

All Treasure Chest Keys: Press Y, Back, A, X, R3, White, L3, Black, B, L3.

Crazy Voices: Press R3, Y, Back, A, R3, B, White, X, Black, L3.

Infinite Items on Pick-Up: Press B, White, Back, Black, R3, L3, X, A, R3, Y.

Invincibility: Press A, Y, L3, B, R3, Back, R3, White, Black, X.

Kane's Poison Head: Press B, Black, White, X, L3, A, L3, Y, R3, Back.

Show Buried Treasure: Press Y, A, X, B, White, Back, L3, Black, L3, R3.

Show Treasure Chests: Press R3, A, B, L3, Y, White, Back, L3, X, Black.

SSX Music: Press White, A, B, Black, X, Y, L3, Back, R3, L3.

Unlimited Wind Boost: Press Back, White, R3, X, L3, Y, Black, B, A, L3.

Upgrade Sword: Press R3, Back, Black, L3, X, A, White, Y, L3, B.

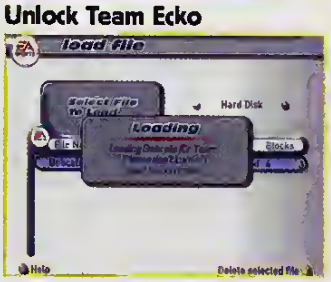
Upgrade Wind Dancer Galleon: Press Black, B, R3, L3, A, X, R3, Back, White, Y.

Wind Dancer Invincibility: Press Back, B, White, A, R3, Black, X, R3, Y, L3.

Alternate Costumes: At the main menu, **simultaneously press and hold L, R, L3, Up, and Back.** If done correctly, a series of zeros will appear onscreen. **Press R3** to change the value of the numbers as each number corresponds to a different costume.

MADDEN NFL 2002

Unlock Team Ecko





Create a team using the Create-a-Team editor, and then save the team. Start a game, and at the Team Select screen, **press Y** to load your custom team. When you return to the Team Select screen, **press Left, Left** and team Ecko will be available.

SOCCER SLAM

Big Head Mode, Infinite Turbo, and More





At the title screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Beach Ball: Press R, Right, Right, Down, Y, X.

Big Head Mode: Press R, L, Up, Up, Y, Y.

Big Hit Mode: Press L, R, Up, Up, X, Y.

Black Box Ball: Press R, Left, Left, Down, X, X.

Classic Film Mode: Press X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right.

Crate Ball: Press R, Left, Down, Right, Y, X.

Earth Ball: Press R, Right, Right, Left, X, X.

Eyeball Ball: Press R, Right, Down, Up, X, X

Infinite Spotlight: Press L, R, Down, Right, Y, X.

Infinite Turbo: Press L, R, Right, Up, X, X

Kid's Block Ball: Press R, Left, Right, Y, Y.

Kid's Play Ball: Press R, Right, Up, Down, X, Y.

Max Power Mode: Press L, R, Left, Right, Y, Y.

Modern Film Mode: Press Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left.

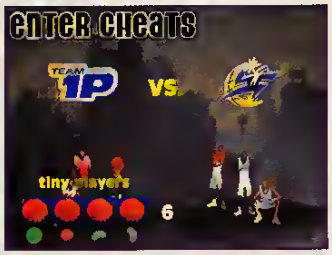
Old School Ball: Press R, Right, Left, Left, Y, X.

Rusty Can Ball: Press R, Left, Up, Up, Y, Y.

NBA STREET

Explosive Rims, Tiny Players, and More





At the VS. screen, enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

ABA Ball: Press Y, X, X, Right.

ABA Socks: Press A, A, B, B, Y, Y, X, X, Right.

Athletic Joe "The Show": Press A, B, Y, X, X, Right.

Authentic Uniforms: Press B, B, Y, X, Right.

Beach Ball: Press Y, X, Right.

Big Heads: Press A, A, B, B, Y, Y, X, X, X, Right.

Captain Quicks: Press A, A, B, Y, Y, Y, Right.

Casual Uniforms: Press B, B, Y, Y, Y, Y, X, X, X, X, Right.

EA Big Ball: Press Y, Y, Y, Y, X, Right.

Easy Distance Shots: Press B, B, B, Y, Y, Y, Right.

Explosive Rims: Press A, B, Y, X, X, X, X, Right.

Harder Distance Shots: Press B, Y, Right.

Less Blocks: Press B, Y, Y, Right.

Less Gamebreakers: Press A, A, B, Y, Right.

Less Steals: Press B, B, Y, Y, Y, Right.

Mad Handles: Press A, A, B, B, B, Y, Right.

Medicine Ball: Press Y, Y, X, X, Right.

Mega Dunking: Press B, B, B, B, Y, Y, Y, Y, Right.

More Gamebreakers: Press A, A, B, B, B, Y, Y, Y, Right

No 2-Pointers: Press B, Y, Y, Y, Right.

No Alley-Oops: Press B, B, B, Y, Right.

No Auto Replays: Press A, B, Y, X, Right.

No Cheats: Press B, B, X, X, Right.

No Dunks: Press A, B, B, B, Y, Y, Right.

No Gamebreakers: Press A, A, B, B, B, B, Y, Y, Y, Y, Right.

No HUD: Press A, B, Y, Y, X, Right.

No Juice: Press A, B, B, B, Y, Y, Right.

No Player Indicators: Press A, B, Y, Y, Y, X, Right.

No Shot Clock: Press A, A, B, B, Y, Y, Right.

No Shot Indicator: Press A, B, Y, X, X, X, Right.

NuFX Ball: Press Y, Y, Y, X, X, X, X, Right.

Player Names: Press A, B, X, Right.

Soccer Ball: Press Y, Y, Y, Y, X, X, X, X, Right

Springtime Joe "The Show": Press A, B, Y, Right.

Sticky Fingers: Press A, A, A, B, B, Y, Right.

Summertime Joe "The Show": Press A, B, Y, Y, Y, Y, X, Right.

Super Swats: Press A, A, A, B, Y, Y, Right.

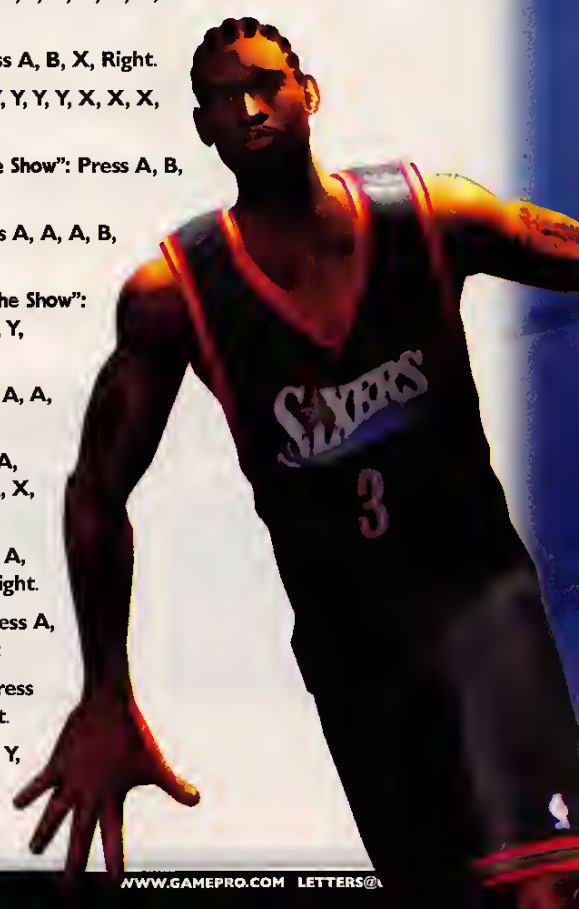
Tiny Heads: Press A, A, B, B, Y, Y, X, X, X, X, Right.

Tiny Players: Press A, A, B, B, Y, Y, X, Right.

Ultimate Power: Press A, B, B, Y, Y, Y, Right

Unlimited Turbo: Press A, B, B, Y, Y, Right.

Volleyball: Press Y, Y, Y, X, X, X, Right.



MISTER MOSQUITO

Mother and Father Mosquito

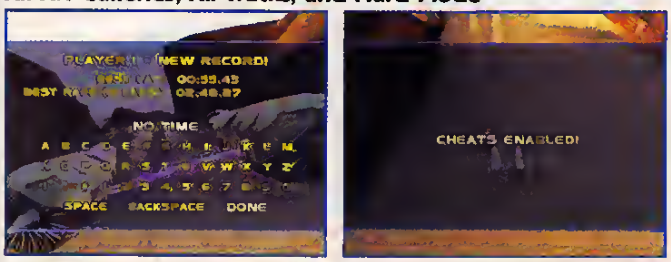


Mother Mosquito: At the main menu, **press and hold L1, and then press Up, Right, Left, Down, □, □, R1, R1, R1.** If you entered the code correctly, you'll hear a sound. Select Color, and you'll be able to choose the mother mosquito.

Fether Mosquito: After enabling the mother mosquito code (see above), return to the main menu, **press and hold L2, and then press Up, Right, Left, Down, □, □, R2, R2, R2.** If you entered the code correctly, you'll hear a sound. Select Color, and you'll be able to choose the father mosquito.

STAR WARS RACER REVENGE

All Art Galleries, All Tracks, and Hard Mode



Complete a race and set a record in either Best Lap, Best Race, or Most KO's. When prompted for a name at the name entry screen, enter `NO_TIME` (the "_" designates a space). If done correctly, "Cheats Enabled" will appear onscreen. To activate the cheats, return to the main menu and enter the following codes. If you entered the codes correctly, the name of the cheat will appear onscreen.

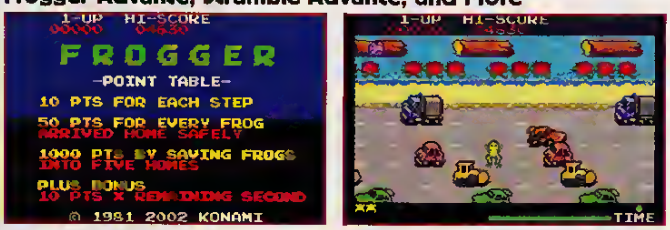
All Art Galleries: Simultaneously press and hold L1, L2, R1, and R2, and then press Right, □, Left, ○, Down, ×, Up, △.

All Tracks: Simultaneously press and hold L1, L2, R1, and R2, and then press Right, Left, Right, Left, ○, □, ○, □.

Hard Mode: Simultaneously press and hold L1, L2, R1, and R2, and then press △.

KONAMI'S COLLECTOR'S SERIES: ARCADE ADVANCED

Frogger Advance, Scramble Advance, and More



Bonus Fighters In Yie Ar Kung Fu: At the Yie Ar Kung Fu title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.** If you entered the code correctly, you'll hear a sound.

Bonus Level In Time Pilot: At the Time Pilot title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.** If you entered the code correctly, you'll hear a sound.

Extre Lives In Rush N' Attack: At the Rush N' Attack title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.** If you entered the code correctly, you'll hear a sound.

Frogger Advence: At the Frogger title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.** If you entered the code correctly, you'll hear a sound.

Gyruss Advence: At the Gyruss title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.** If you entered the code correctly, you'll hear a sound.

Scramble Advence: At the Scramble title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start** If you entered the code correctly, you'll hear a sound.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Asteroid Field Level, Unlock Slave 1, and More



All Tech Upgredes: At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter `AYZB!RCL`, and then select Enter Code. Enter `WRKFORIT` as a passcode, and then select Enter Code. If you entered the code correctly, R2D2 will chirp and you will have all tech upgrades when you start a mission.

Asteroid Field Level: At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter `TVLYBBXL`, and then select Enter Code. Then enter `NOWAR!!!` as a passcode, and then select Enter Code. If you entered the code correctly, R2D2 will chirp.

Death Star Escape Level: At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter `PYST?OOO`, and then select Enter Code. Then enter `DUCKSHOT` as a passcode, and then select Enter Code. If you entered the code correctly, R2D2 will chirp.

Triumph of the Empire Level: At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter `AZTBOHII`, and then select Enter Code. Then enter `OUTCAST!` as a passcode, and then select Enter Code. If you entered the code correctly, R2D2 will chirp.

Unlock Slave 1: At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter `PZ?APBSY`, and then select Enter Code. Then enter `IRONSHIP` as a passcode, and then select Enter Code. If you entered the code correctly, R2D2 will chirp.



TIGER WOODS PGA TOUR 2002

All Courses, Unlock Golfers, and Unlock Everything





At the main menu choose Options, and at the Options screen, select Enter Password. Enter the following passwords to unlock these cheats. If you entered the code correctly, the unlocked course of golfer will be available when you start a game.

All Courses	GIVEITUP
Brad Faxon:	ENOXAF14D
Cedric "Ace" Andrews	TSWERDNA12O
Colin Montgomerie:	EYTNOM09E
Erika "Ice" Von Severin	RVESNOV08G
Jesper Parnevik:	0KIVENRAP02U
Jim Furyk:	OKYRUF05R
Justin Leonard:	RDRANOAEL13O
Kellie Newman	SNAMWEN172
Lee Janzen:	INEZNAJ11W
Melvin "Yosh" Tanigawa	WAWAGINAT071
Moa "Big Mo" Ta'a Vatu:	O1UTAVAAT06T
Notah Begay III	DYAGEB04E
Solita Lopez:	GZEPOL10R
Stuart Appleby	UYBELPPA160
"Super" Tiger Woods	2TREPUS01S
Unlock Everything:	ALLORNOTHIN
Vijay Singh:	SHGNIS03P

STAR WARS JEDI STARFIGHTER

Director Mode, Invincibility, and More





At the main menu, select Options, and at the Options screen, choose Codes. Enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Director Mode:	DIRECTOR
Hidden Message:	MAGGIE
Invincibility:	QUENTIN
No HUD:	NOHUD
Unlock Everything	PNYRCADE
Z-9S Headhunter Ship:	HEADHUNT



TONY HAWK'S PRO SKATER 3

Unlock All Movies





At the Main Menu, select Options, and at the Options screen, choose Cheats. At the Enter Cheat Code screen, enter ROLLIT as a code and choose Accept Changes. If you entered the code correctly, you'll hear a sound. Return to the Options screen, select Movies, and all movies will be available.

GAUNTLET: DARK LEGACY

Hidden Characters, Start with Nine Potions, and More





Start a new game, then enter any of the following names to unlock these cheats. If you entered the code correctly, you'll immediately start the game as the unlocked character or the cheat will be enabled when you start a game as normal.

Dwarf as Large Jester	ICE600
Dwarf in Bondage Outfit:	NUD069
Jester as Punk	PNK666
Jester with Chainsaw:	KJH105
Jester with Smiley Face	STX222
Knight as Football Player:	RIZ721
Knight as General	BAT900
Knight as Ninja:	TAK118
Knight as Waitress:	KAO292
Knight in Black Armor:	DARTHC
Knight in Black Shirt and Jeans	CSS222
Knight in Dark Street Clothes:	ARV984
Knight in Karate Uniform:	SJB964
Knight in Street Clothes With Bald Head:	STG333
Knight in Street Clothes With Baseball Cap:	DIB626
Start with 10,000 Gold Pieces	10000K
Start with Nine Potions And Nine Keys:	ALLFUL
Valkyrie as Cheerleader:	CEL721
Valkyrie as Grim Reaper	TWN300
Valkyrie as Japanese Schoolgirl:	AYA555
Warrior as Ogre General	CAS400
Warrior as Orc General:	MTN200
Warrior as Rat General	RAT333
Wizard as Alien	SKY100
Wizard as Garm:	GARM99
Wizard as Infested Garm:	GARM00
Wizard as Pharaoh	DES700
Wizard as Sumner:	SUM224

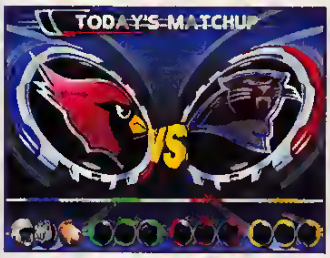
NFL BLITZ 20-02

Hidden Players and Today's Matchup Codes



Hidden Players: At the Main Menu, start an Exhibition game. When asked if you want to "Enter Name and PIN for Record Keeping?," select Yes. At the Enter Name screen, input the following names and PIN numbers to unlock these characters. If you enter the player names and PIN numbers correctly, you'll hear a sound.

Player	Name	PIN
Bear:	BEAR	1985
Clown:	CLOWN	1974
Clown:	MADISON	1220
Cowboy:	COWBOY	1996
Deer:	DEER	1997
Dolphin:	DOLPHIN	1972
Eagle:	EAGLE	1981
Fat Player:	RBL-DBN	9669
Horse:	HORSE	1999
Indian:	INDIAN	1992
Lion:	LION	1963
Pinto:	PINTO	1966
Pirate:	PIRATE	2001
Ram:	RAM	2000
Red Robot:	ROBOTR	1974
Silver Robot:	ROBOTS	1970
Tiger:	TIGER	1977
Viking:	VIKING	1977



Today's Matchup Codes: Start a game in Quickplay, Exhibition, Season, or Tournament. After you select your team, enter the following codes at the Today's Matchup screen. If you entered the code correctly, the name of the cheat will appear underneath your team's logo.

Allow Stepping Out of Bounds: Press L, L, R, A, Left

Always Quarterback, Two Humans Per Team: Press L, L, R, R, A, A, Left

Always Receiver, Two Humans Per Team: Press L, L, R, R, A, A, Right.

Big Feetz: Press R, R, A, A, A, A, A, Left.

Big Heed: Press L, L, Right.

Big Heeds for Team: Press L, L, A, A, A, Right.

Chimp Mode: Press R, R, A, A, A, A, A, Up.

Classic Bell: Press R, R, R, Left.

Extra Offense Plays: Press L, L, L, R, R, R, A, A, A, Down.

Extra Time: Press A, Right.

Fast Passes: Press L, L, R, R, R, R, Left.

Fast Running Speed: Press R, R, R, A, A, Left.

Ground Fog Is On: Press L, L, R, R, R, A, A, Down.

Huge Heed: Press L, R, R, R, R, A, A, A, A, A, Left.

Infinite Turbo: Press L, L, L, L, R, A, A, A, A, A, Up.

More Fumbles: Press L, L, L, R, R, R, R, A, A, A, A, A, Up.

More Time To Enter Codes: Press L, L, R, A, A, Right.

No CPU Assist: Press R, A, A, Down.

No First Downs: Press L, L, R, Up.
Note: Both teams must enter this code in a two-player game.

No Highlight Target on Receiver: Press L, L, L, R, R, A, Down.

No Interceptions: Press L, L, L, R, R, R, R, A, A, A, A, A, Up.

No Punting: Press L, R, R, R, R, A, Up.
Note: Both teams must enter this code in a two-player game.

No Random Fumbles: Press L, L, L, L, L, R, R, A, A, A, Down.
Note: Both teams must enter this code in a two-player game.

No Receiver Target Highlight: Press L, L, L, R, R, A, Down.

No Replays: Press L, L, L, L, L, R, R, R, R, R, A, A, A, A, Right.

Power Loader: Press R, R, A, A, A, A, A, Right.

Power-up Defense: Press L, L, L, L, R, R, A, Up.

Power-up Linemen: Press L, L, L, L, L, R, R, A, Up.

Power-up Offense: Press L, L, L, L, R, A, A, Up.

See More of the Field: Press R, R, A, Right.
Note: Both teams must enter this code in a two-player game.

Showtime Mode: Press L, L, L, R, R, R, R, R, A, Right.

Smart CPU Teammates: Press L, L, L, R, A, A, A, A, Down.

Super Blitzing: Press R, R, R, R, R, A, A, A, A, Up.

Super Field Goals: Press L, R, R, A, A, A, Left.

Team–Armageddon: Press L, L, L, L, L, R, R, R, R, A, A, A, Right.

Team–Blitders: Press L, L, L, R, Up.

Team–Brew Dawgs: Press L, L, L, L, R, R, R, A, A, Down.

Team–Cowboys: Press L, R, R, R, A, A, A, A, A, Left.

Team–Crunch Mode: Press L, L, L, L, A, A, A, Right.

Team–Gsmers: Press L, L, L, L, L, A, Up.

Team–Indiens: Press R, R, R, R, A, A, A, A, A, Left.

Team–Midway: Press L, L, R, R, R, R, R, R, A, A, A, Right.

Team–NeoTokyo: Press L, L, L, R, R, R, R, A, A, A, A, Down.

Team–Rollos: Press L, L, R, R, R, R, R, A, A, A, A, Up.

Tournament Mode: Press L, R, A, Down.
Note: Both teams must enter this code in a two-player game.

Weather–Cleer: Press L, R, R, A, A, A, Right.

Weather–Rain: Press L, L, L, L, L, R, R, R, R, R, A, A, A, A, A, Right.

Weather–Snow: Press L, L, L, L, L, R, R, R, R, R, A, A, A, A, A, Left.

Win an exclusive GamePro T-shirt!

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or mail it (or a copy) to *GamePro* by July 31, 2002. Or go to **gamepro.com** and enter online! You'll be automatically entered to win a *GamePro* T-shirt.

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City _____ State _____

Zip _____ Phone () _____

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July '02



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(Please enter "July GamePro Survey" in the subject line.)

Or enter online at:
www.gamepro.com

1. Please indicate whether you read and, if so, how useful you found each of the following sections from this issue of *GamePro*. Circle "All" if you read the entire section, "Some" if you read part of the section, and "None" if you did not read the section. If you read any part of the section, please let us know how useful it was by circling **"1" for "not at all useful" to "5" for "very useful."** Thanks!

Cover	All / Some / None	1	2	3	4	5
Table of Contents	All / Some / None	1	2	3	4	5
Editor's Letter	All / Some / None	1	2	3	4	5
Head2Head	All / Some / None	1	2	3	4	5
Art Attack	All / Some / None	1	2	3	4	5
Buyers Beware	All / Some / None	1	2	3	4	5
ProNews	All / Some / None	1	2	3	4	5
NetPro	All / Some / None	1	2	3	4	5
Cutting Edge	All / Some / None	1	2	3	4	5
Cover Feature (Sim-ply Irresistible)	All / Some / None	1	2	3	4	5
Special Feature (Kazuya's Big Payback)	All / Some / None	1	2	3	4	5
Special Feature (Readers' Choice: Your Best of 2001)	All / Some / None	1	2	3	4	5
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PlayStation 2 ProReviews	All / Some / None	1	2	3	4	5
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Xbox ProReviews	All / Some / None	1	2	3	4	5
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Sports Pages	All / Some / None	1	2	3	4	5
Role-Player's Realm	All / Some / None	1	2	3	4	5
ProStrategy (Resident Evil)	All / Some / None	1	2	3	4	5
Code Vault	All / Some / None	1	2	3	4	5

2. What systems do you consider your main game systems?

- ☐ Dreamcast
- ☐ Game Boy Advance
- ☐ Game Boy Color
- ☐ GameCube
- ☐ Genesis
- ☐ Macintosh
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC/Windows
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ PS one
- ☐ Super NES
- ☐ Xbox

3. What game systems do you plan to buy in the next 12 months?

- ☐ Dreamcast
- ☐ Game Boy Advance
- ☐ Game Boy Color
- ☐ GameCube
- ☐ Macintosh
- ☐ Nintendo 64
- ☐ PC/Windows
- ☐ PlayStation 2
- ☐ PS one
- ☐ Xbox

4. Please indicate which of the following publications you purchase or read at least six times per year:

- ☐ *Computer Gaming World*
- ☐ *Electronic Gaming Monthly*
- ☐ *Game Informer*
- ☐ *Game Now*
- ☐ *GamePro*
- ☐ *Maxim*
- ☐ *Nintendo Power*
- ☐ *Official PlayStation Magazine (OPM)*
- ☐ *Official Xbox Magazine*
- ☐ *PC Gamer*
- ☐ *PSE2*
- ☐ *PSM*
- ☐ *Sports Illustrated*
- ☐ *Tips & Tricks*

5. Would you like to see expanded editorial coverage on the following

Anime	Yes	No
Arcade Games	Yes	No
Consumer Electronics (DVD, MP3, etc)	Yes	No
DVD Movies	Yes	No
Game Developers	Yes	No
Game Peripherals	Yes	No
Handheld Games	Yes	No
Online Games	Yes	No
PC Games	Yes	No

6. What games would you like to see ProStrategy Guides for?

7. Pick six games below that you would like to see on a *GamePro* cover

- ☐ Dino Crisis 3
- ☐ Final Fantasy XI
- ☐ Godzilla
- ☐ Grand Theft Auto IV
- ☐ Gran Turismo 4
- ☐ Halo 2
- ☐ Harry Potter 2
- ☐ Kingdom Hearts
- ☐ The Legend of Zelda
- ☐ The Lord of the Rings
- ☐ Mario Sunshine
- ☐ Metroid Prime
- ☐ Mortal Kombat: Deadly Alliance
- ☐ Onimusha 2: Samurai's Destiny
- ☐ Resident Evil Zero
- ☐ Sonic Adventure 3
- ☐ Star Fox Adventures
- ☐ Tony Hawk's Pro Skater 4
- ☐ Turok
- ☐ WWF Raw 2
- ☐ WWF SmackDown 4

8. How did you get this copy of *GamePro*?

- ☐ Subscribed
- ☐ Purchased at the newsstand
- ☐ Other _____

9. Have you ever visited the *GamePro* Web site (www.gamepro.com)?

☐ Yes ☐ No

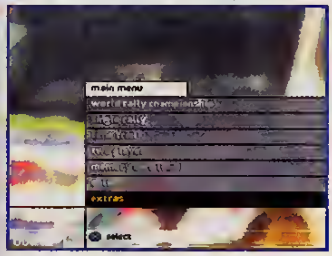
10. Do you plan to play online games with the PS2 or Xbox?

PS2. ☐ Yes ☐ No Xbox ☐ Yes ☐ No

Tell us what you THINK!

WORLD RALLY CHAMPIONSHIP

Flying Car in Replays, Top Down Camera, and More





At the Main Menu, select Extras, and at the Extras screen, choose Secrets. At the Enter Secret Code screen, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

Flying Car in Replays:	floatylight
Increased Acceleration and Top Speed:	evopower
Psychedelic Visual Effect:	imgoingcrazy
Removed Car Shell:	thatsstupid
Speeded-Up Co-Driver Calls:	heliumaid
Top Down Camera:	downbelow
Underwater Visual Effect:	wibblywobbly
Upside Down Cameras:	ontheceiling

SMUGGLER'S RUH 2

No Gravity, Transparent Car, and More





Pause the game, and then enter the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound.

Invisibility: Press R1, L1, L1, R2, L1, L1,L2.

Less Time Warp: Press R2, L2, L1, R1, Left, Left, Left.

Light Cars: Press L1, R1, R1, L2, R2, R2

More Time Warp: Press R1, L1, L2, R2, Right, Right, Right.

Move Faster: Press R3, L3, L3, R3, Left, ○, Left, ○.

No Gravity: Press R1, R2, R1, R2, Up, Up, Up.

Transparent Car: Press Left, Up, Right, Down, Right, Up, Left, L2.



JACKIE CHAN ADVENTURES: LEGEND OF THE DARK HAND

Unlock All Levels and Scrolls





At the title screen, **press and hold R, and then press B, A, Left, Down, Up, Right**. If you entered the code correctly, you will hear a sound, and all levels and scrolls will be available.

HIGH HEAT MLB 2003

Unlock Ball Cannon and Game State Menus





Pause the game, **press □, □, ○, ○, L1, R1, and then simultaneously press and hold L1, R1, L2, and R2.** If done correctly, a sub-menu that allows you to access the Ball Cannon and Game State menus will appear.

DARK ARENA

God Mode





At the main menu, select Single Player. At the Enter Password screen, enter NRYRDDS as a password, **press Start**, enter ALL as a password, and **press Start** again. If you entered the code correctly, you will be invincible, and have all maps and weapons when you start the game.

18 WHEELER: AMERICAN PRO TRUCKER

Unlock Nippon Maru





At the title screen, **press and hold ×, and then press Start. Continue to hold** × until the Mode Select screen appears. Then choose a game mode, and Nippon Maru will be available.

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5. Star Wars Jedi Starfighter
6. Aggressive Inline
7. Test Drive
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4. Burnout
5. Sonic Adventure 2 Battle
6. Legends of Wrestling
7. Pac-Man World 2
8. WWF WrestleMania X8
9. Bloody Roar: Primal Fury
10. Super Smash Bros. Melee

Xbox
1. Spider-Man
2. Agent Under Fire
3. All-Star Baseball 2003
4. Wreckless: The Yakuza Missions
5. Legends of Wrestling
6. Burnout
7. Halo
8. Tony Hawk's Pro Skater 3
9. WWF Raw
10. Knockout Kings 2002

COMING NEXT ISSUE...

- **Onimusha 2: Samurai's Destiny**
- **Eternal Darkness: Sanity's Requiem**

ProStrategy!
Resident Evil (Part 2)



EVERYONE
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CONTENT RATED BY ESRB
Comic Mischief
Mild Language

PlayStation.2

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